

BLOCK	B00
S00	= STORE V01 = A00
T00	RETURN

BLOCK	B01
S01	= msg
S02	= SENDER
S03	= LOAD V00
S04	= S02 == S03
T01	:: S04

BLOCK	B04
S07	= LOAD V00
S08	= SELFDESTRUCT(S07)
T04	RETURN

BLOCK	B05
S09	= 0
S10	= STORE V00 = S09
S11	= 0
S12	= STORE V01 = S11
T05	RETURN

BLOCK	B02
S05	= LOAD V01
S06	= STORE V00 = S05
T02	RETURN

BLOCK	B03
T03	REVERT