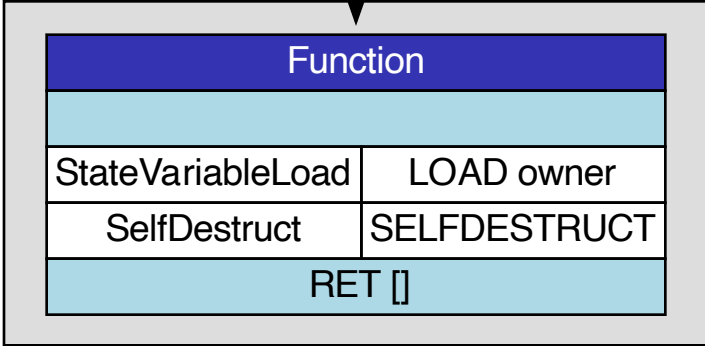# Contract Contract

Constructor Constructor (public)

0fa4a3

Const	0
StateVariableStore	STORE Contract.user = 0
Const	0
StateVariableStore	STORE Contract.owner = 0
RET []	
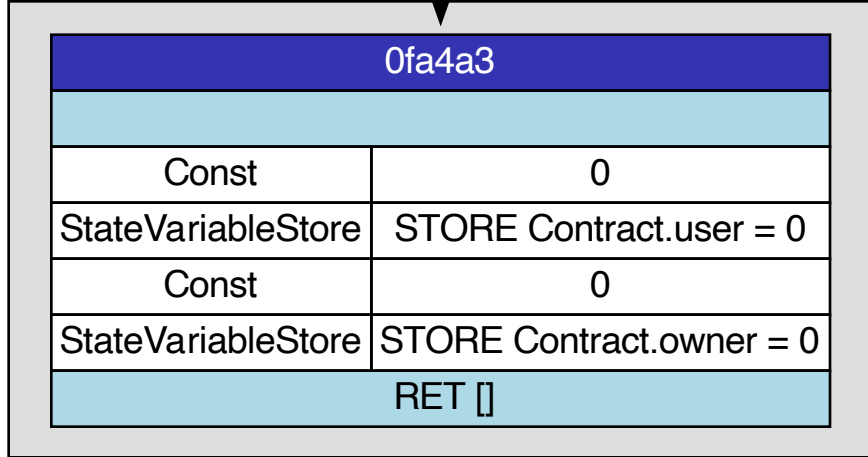
Function kill (public)

Function

StateVariableLoad	LOAD owner
SelfDestruct	SELFDESTRUCT
RET []	

Function changeOwner (public)

Function

{newOwner}

Const	3735928559
Assignment	(a=3735928559)
Jump	

CONTINUATION
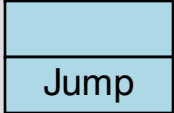
Const	3735928559
Assignment	(b=3735928559)
Jump	

CONTINUATION

MagicVariable	msg
SENDER	SENDER
StateVariableLoad	LOAD user
BinaryOp	(SENDER == LOAD user)
Branch (SENDER == LOAD user)	

True / False

IF_TRUE

Jump

IF_FALSE

HALT

CONTINUATION

StateVariableStore	STORE Contract.owner = {newOwner}
RET []	
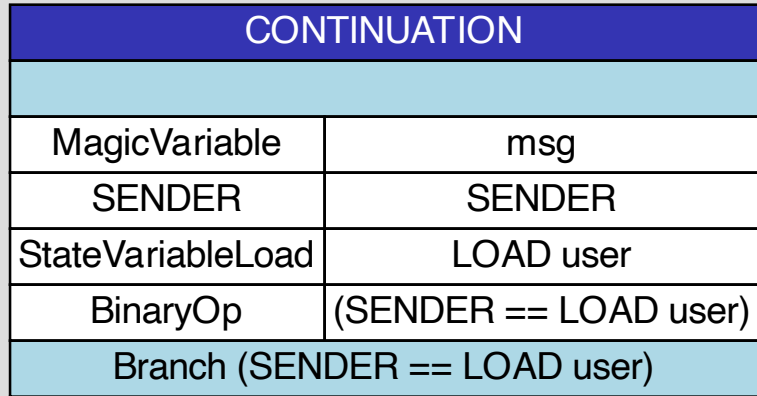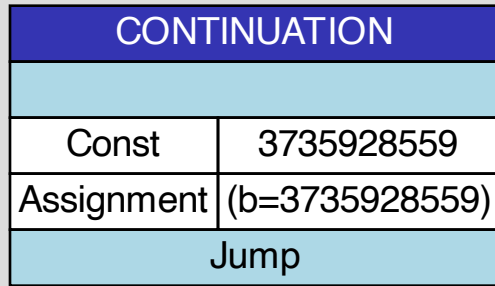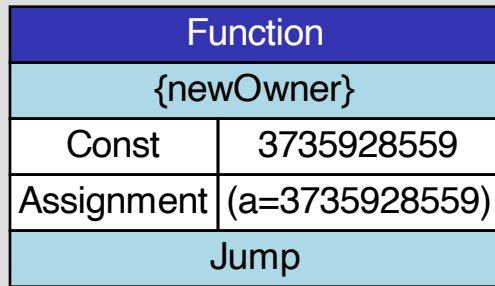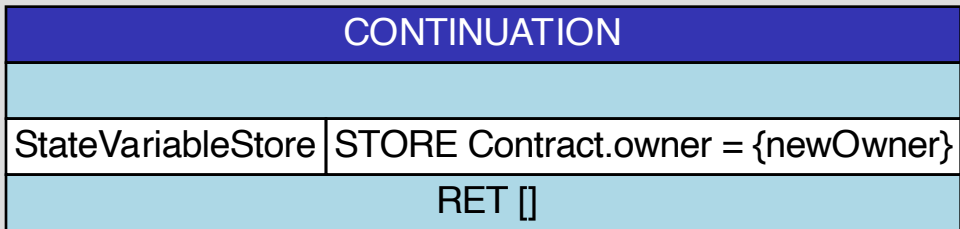
Function registerUser (public)

Function

MagicVariable	msg
SENDER	SENDER
StateVariableStore	STORE Contract.user = SENDER
RET []	

Function save (public)

Function

{x}

StateVariableStore	STORE Contract.user = {x}
RET []	
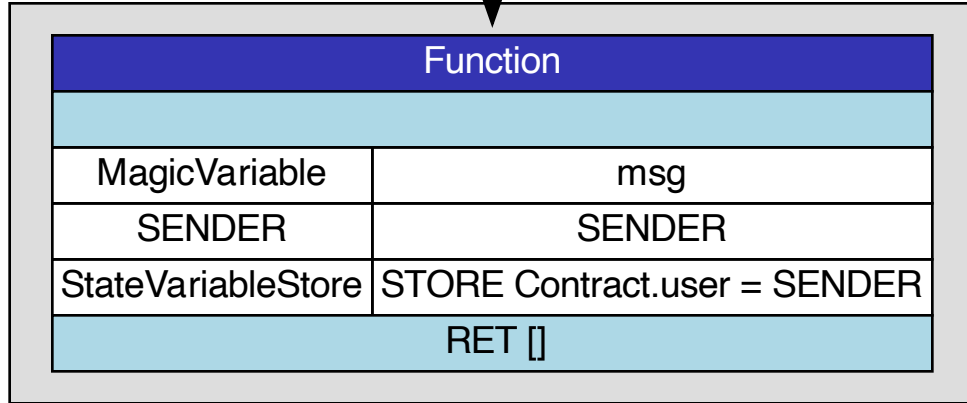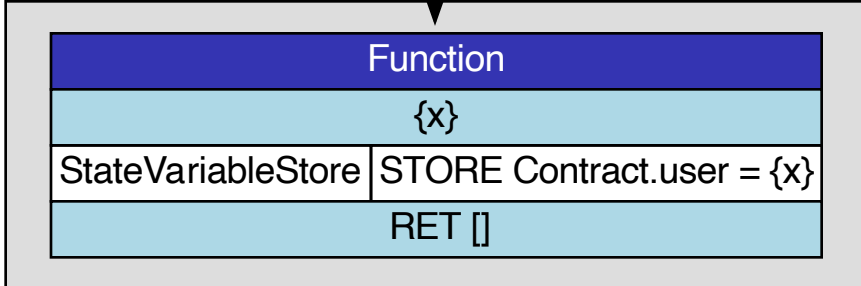
(a=3735928559)

(b=3735928559)