

BLOCK	B00
S00	= msg
S01	= SENDER
S02	= STORE V00 = S01
T00	RETURN

BLOCK	B01
S03	= 0
S04	= S03
T01	JUMP B03

BLOCK	B03
S05	= 0
S06	= S05
T03	RETURN

BLOCK	B04
S07	= msg
S08	= SENDER
S09	= LOAD V01
T04	JUMP B01

BLOCK	B09
S14	= msg
S15	= SENDER
S16	= LOAD V00
T09	JUMP B01

BLOCK	B14
S21	= 0
S22	= STORE V00 = S21
S23	= 0
S24	= STORE V01 = S23
T14	RETURN

A00

BLOCK	B02
T02	RETURN

S09

BLOCK	B05
S10	= S08 == A03
T05	:: S10

S16

BLOCK	B10
S17	= S15 == A04
T10	:: S17

BLOCK	B06
S11	= msg
S12	= SENDER
S13	= SELFDESTRUCT(S12)
T06	GOTO

BLOCK	B08
T08	GOTO

BLOCK	B11
S18	= msg
S19	= SENDER
S20	= SELFDESTRUCT(S19)
T11	GOTO

BLOCK	B13
T13	GOTO

BLOCK	B07
T07	RETURN

BLOCK	B12
T12	RETURN