

Contract Contract

Constructor Constructor
(public)

2c9ccf	
Const	0
StateVariableStore	STORE Contract.a = 0
Const	0
StateVariableStore	STORE Contract.b = 0
Const	0
StateVariableStore	STORE Contract.c = 0
Const	0
StateVariableStore	STORE Contract.y = 0
RET []	

Function foo
(public)

Function	
{x}	
StateVariableLoad	LOAD y
Jump	

CONTINUATION	
MagicVariable	msg
SENDER	SENDER
StateVariableLoad	LOAD b
BinaryOp	(SENDER == LOAD b)
Branch (SENDER == LOAD b)	

IF_TRUE	
MagicVariable	msg
SENDER	SENDER
SelfDestruct	SELFDESTRUCT
RET []	

IF_FALSE	
HALT	

Function set3
(public)

Function	
{x}, {i}	
Const	1
BinaryOp	{i} != 1
Branch {i} != 1	

IF_TRUE	
StateVariableStore	STORE Contract.a = {x}
Goto	

IF_TRUE	
StateVariableStore	STORE Contract.b = {x}
Goto	

IF_JOIN	
RET []	

IF_FALSE	
MagicVariable	msg
SENDER	SENDER
StateVariableLoad	LOAD c
BinaryOp	(SENDER == LOAD c)
Branch (SENDER == LOAD c)	

IF_FALSE	
HALT	

Function set2
(public)

Function	
{x}	
Const	2
Jump	

CONTINUATION	
RET []	

Function set1
(public)

Function	
{i}, {x}	
Const	5
BinaryOp	{i} > 5
Branch {i} > 5	

IF_TRUE	
Jump	

IF_FALSE	
Goto	

CONTINUATION	
Goto	

IF_JOIN	
RET []	