

BLOCK	B00
S00	= 0
S01	= S00
S02	= A01
S03	= 1
S04	= S02 == S03
T00	:: S04

BLOCK	B04
S13	= A03
S14	= 15
S15	= S14
T04	JUMP B00

BLOCK	B09
S23	= 0
S24	= STORE V00 = S23
T09	RETURN

BLOCK	B01
S05	= 1
S06	= S05
T01	GOTO

BLOCK	B03
S11	= 1
S12	= S11
T03	GOTO

BLOCK	B05
S16	= A04
T05	JUMP B00

BLOCK	B02
S07	= A02
S08	= 2
S09	= S08 * A00
S10	= S09 * S07
T02	RETURN

BLOCK	B06
S17	= A05
S18	= msg
S19	= SENDER
S20	= S19 == S17
T06	:: S20

BLOCK	B07
S21	= LOAD V00
S22	= SELFDESTRUCT(S21)
T07	RETURN

BLOCK	B08
T08	REVERT

