

BLOCK	B00
S00	= A00 == A01
T00	:: S00

BLOCK	B06
S07	= LOAD V00
S08	= SELFDESTRUCT(S07)
T06	RETURN

BLOCK	B07
S09	= 0
S10	= STORE V00 = S09
S11	= 0
S12	= STORE V01 = S11
T07	RETURN

BLOCK	B01
S01	= STORE V01 = A01
S02	= STORE V01 = A02
T01	GOTO

BLOCK	B05
T05	GOTO

BLOCK	B02
S03	= LOAD V00
S04	= A00 == S03
T02	:: S04

BLOCK	B03
S05	= STORE V00 = A03
S06	= STORE V00 = A04
T03	RETURN

BLOCK	B04
T04	REVERT