

BLOCK	B00
S00	= False
S01	= S00
S02	= A00 == A01
T00	:: S02

BLOCK	B01
S03	= LOAD V01
S04	= msg
S05	= SENDER
S06	= S03 == S05
T01	RETURN

BLOCK	B02
T02	GOTO

BLOCK	B03
S07	= LOAD V00
S08	= msg
S09	= SENDER
S10	= S07 == S09
T03	RETURN

BLOCK	B04
T04	JUMP B00

BLOCK	B08
S12	= LOAD V00
S13	= SELFDESTRUCT(S12)
T08	RETURN

BLOCK	B09
S14	= 0
S15	= STORE V00 = S14
S16	= 0
S17	= STORE V01 = S16
T09	RETURN

BLOCK	B05
T05	:: A04

BLOCK	B06
S11	= STORE V00 = A02
T06	RETURN

BLOCK	B07
T07	REVERT