

Contract Contract

Constructor Constructor  
(public)

1c911d	
Const	0
StateVariableStore	STORE Contract.owner = 0
Const	0
StateVariableStore	STORE Contract.a = 0
RET []	

Function foo  
(public)

Function	
{x}	
StateVariableLoad	LOAD owner
Jump	

CONTINUATION	
StateVariableLoad	LOAD owner
StateVariableStore	STORE Contract.a = LOAD owner
Jump	

CONTINUATION	
StateVariableLoad	LOAD owner
Jump	

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

IF_TRUE	
MagicVariable	msg
SENDER	SENDER
SelfDestruct	SELFDESTRUCT
RET []	

IF_FALSE	
HALT	

Function set\_a2  
(public)

Function	
{x}	
StateVariableStore	STORE Contract.a = {x}
RET []	

Function set\_a1  
(public)

Function	
{x}	
Jump	

CONTINUATION	
RET []	

