

Contract Contract

Constructor Constructor  
(public)

36f426	
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.d = 0
RET []	

Function branch2  
(public)

Function	
{addr}	
StateVariableLoad	LOAD c
BinaryOp	((addr) == LOAD c)
Branch ({addr} == LOAD c)	

IF_TRUE	
MagicVariable	msg
SENDER	SENDER
StateVariableLoad	LOAD d
BinaryOp	(SENDER == LOAD d)
Branch (SENDER == LOAD d)	

IF_FALSE	
StateVariableStore	STORE Contract.d = {addr}
Goto	

IF_TRUE	
MagicVariable	msg
SENDER	SENDER
SelfDestruct	SELFDESTRUCT
Goto	

IF_FALSE	
HALT	

IF_JOIN	
RET []	

Function branch  
(public)

Function	
{addr}	
StateVariableLoad	LOAD a
BinaryOp	((addr) == LOAD a)
Branch ({addr} == LOAD a)	

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

IF_FALSE	
StateVariableStore	STORE Contract.c = {addr}
Goto	

IF_TRUE	
MagicVariable	msg
SENDER	SENDER
SelfDestruct	SELFDESTRUCT
Goto	

IF_FALSE	
HALT	

IF_JOIN	
RET []	