

BLOCK	B00
S00	= False
S01	= False
S02	= S00
S03	= S01
S04	= A00
S05	= A01
S06	= S05 == S05
S07	= S04 == S04
T00	RETURN

BLOCK	B01
S08	= LOAD V00
S09	= LOAD V00
T01	JUMP B00

S08, S09

BLOCK	B02
S10	= A02
S11	= A03
S12	= msg
S13	= SENDER
S14	= SELFDESTRUCT(S13)
T02	RETURN

BLOCK	B03
S15	= 3735928559
S16	= S15
S17	= msg
S18	= SENDER
S19	= msg
S20	= SENDER
S21	= S18 == S20
T03	:: S21

BLOCK	B08
S31	= 0
S32	= STORE V00 = S31
T08	RETURN

BLOCK	B04
S22	= 3735924751
S23	= S22
T04	GOTO

BLOCK	B07
T07	GOTO

S23

S16

BLOCK	B05
S24	= A04
S25	= LOAD V00
T05	JUMP B00

S25, S24

BLOCK	B06
S26	= A05
S27	= A06
S28	= msg
S29	= SENDER
S30	= SELFDESTRUCT(S29)
T06	RETURN