

BLOCK	B00
S00	= A00
S01	= msg
S02	= SENDER
S03	= S02 == A00
T00	:: S03

BLOCK	B06
S09	= 0
S10	= STORE V00 = S09
T06	RETURN

BLOCK	B01
S04	= A00
S05	= LOAD V00
S06	= S04 == S05
T01	:: S06

BLOCK	B05
T05	GOTO

BLOCK	B02
S07	= SELFDESTRUCT(A00)
T02	GOTO

BLOCK	B04
T04	REVERT

BLOCK	B03
S08	= A01
T03	RETURN

