BLOCK	B00
T00	JUMP B02

BLOCK	B02
S00	= STORE V01 = A01
T02	RETURN

BLOCK	B03
S01	= LOAD V00
T03	JUMP B00

BLOCK	B09
S12	= 0
S13	= STORE V00 = S12
S14	= 0
S15	= STORE V01 = S14
T09	RETURN

A00

BLOCK	B01
T01	RETURN

S01

BLOCK	B04
S02	= LOAD V00
S03	= STORE V01 = S02
T04	JUMP B00

A02

BLOCK	B05
S04	= LOAD V00
T05	JUMP B00

S04

BLOCK	B06
S05	= msg
S06	= SENDER
S07	= LOAD V01
S08	= S06 == S07
T06	:: S08

BLOCK	B07
S09	= msg
S10	= SENDER
S11	= SELFDESTRUCT(S10)
T07	RETURN

BLOCK	B08
T08	REVERT