BLOCK	B00
S00	= 0
S01	= 0
S02	= S00
S03	= S01
S04	= msg
S05	= SENDER
S06	= LOAD V01
S07	= S05 == S06
T00	:: S07

BLOCK	B03
S09	= STORE V01 = A01
T03	RETURN

BLOCK	B04
T04	JUMP B00

BLOCK	B06
S13	= 0
S14	= STORE V00 = S13
S15	= 0
S16	= STORE V01 = S15
T06	RETURN

BLOCK	B01
S08	= LOAD V01
T01	RETURN

BLOCK	B02
T02	REVERT

A02

BLOCK	B05
S10	= A03
S11	= A04
S12	= SELFDESTRUCT(S10)
T05	RETURN