

Contract Contract

Constructor Constructor
(public)

f5b9cc	
Const	0
StateVariableStore	STORE Contract.owner = 0
RET []	

Function bar
(public)

Function	
Const	3735928559
Assignment	(a=3735928559)
MagicVariable	msg
SENDER	SENDER
Assignment	(a=SENDER)
StateVariableLoad	LOAD owner
Jump	

{arg_988}, {arg_b2d}

CONTINUATION	
{arg_988}, {arg_b2d}	
Assignment	(b={arg_988})
Assignment	(b2={arg_b2d})
MagicVariable	msg
SENDER	SENDER
SelfDestruct	SELFDESTRUCT
RET []	

Function foo
(public)

Function	
StateVariableLoad	LOAD owner
StateVariableLoad	LOAD owner
Jump	

{arg_086}, {arg_55d}

CONTINUATION	
{arg_086}, {arg_55d}	
Assignment	(b={arg_086})
Assignment	(b2={arg_55d})
MagicVariable	msg
SENDER	SENDER
SelfDestruct	SELFDESTRUCT
RET []	

Function check
(public)

Function	
{x}, {x2}	
Const	False
Const	False
Assignment	(=False)
Assignment	(=False)
Assignment	(x={x})
Assignment	(x2={x2})
Jump	

{arg_e94}

CONTINUATION	
{arg_e94}	
Assignment	(y={arg_e94})
Jump	

{arg_b34}

CONTINUATION	
{arg_b34}	
Assignment	(y2={arg_b34})
Const	True
Branch True	

True False

IF_TRUE	
Goto	

IF_FALSE	
Goto	

IF_JOIN	
MagicVariable	msg
SENDER	SENDER
Assignment	(m=SENDER)
BinaryOp	((y2={arg_b34}) == (y2={arg_b34}))
BinaryOp	((y={arg_e94}) == (y={arg_e94}))
RET [((y2={arg_b34}) == (y2={arg_b34})), ((y={arg_e94}) == (y={arg_e94}))]	

Function identity
(public)

Function	
{x}	
Const	0
Assignment	(=0)
Assignment	(y={x})
MagicVariable	msg
SENDER	SENDER
MagicVariable	msg
SENDER	SENDER
BinaryOp	(SENDER == SENDER)
Branch (SENDER == SENDER)	

True False

IF_TRUE	
RET [(y={x})]	

IF_FALSE	
HALT	

(x2={x2})