

BLOCK	B00
S00	= LOAD V00
S01	= A00 == S00
T00	:: S01

BLOCK	B03
S05	= 0
S06	= STORE V00 = S05
T03	RETURN

BLOCK	B01
S02	= msg
S03	= SENDER
S04	= SELFDESTRUCT(S03)
T01	RETURN

BLOCK	B02
T02	REVERT