Contract Contract

Constructor Constructor
(public)

Function kill
(public)

2d817d

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

Function

{x}	
StateVariableLoad	LOAD owner
StateVariableLoad	LOAD something
BinaryOp	(LOAD owner == LOAD something)
Branch (LOAD owner == LOAD something)	

True / False

IF_TRUE

StateVariableLoad	LOAD owner
StateVariableStore	STORE Contract.something = LOAD owner
Const	True
Branch True	

IF_FALSE

StateVariableLoad	LOAD something
StateVariableStore	STORE Contract.owner = LOAD something
Goto	

True / False

IF_TRUE

StateVariableStore	STORE Contract.owner = {x}
Goto	

IF_FALSE

StateVariableLoad	LOAD owner
SelfDestruct	SELFDESTRUCT
Goto	

IF_JOIN

Goto

IF_JOIN

StateVariableLoad	LOAD owner
StateVariableLoad	LOAD owner
BinaryOp	(LOAD owner == LOAD owner)
Branch (LOAD owner == LOAD owner)	

True / False

IF_TRUE

StateVariableLoad	LOAD owner
SelfDestruct	SELFDESTRUCT
RET []	

IF_FALSE

HALT