

Contract Contract

Constructor Constructor
(public)

b00546	
Const	0
StateVariableStore	STORE Contract.safe_addr = 0
Const	0
StateVariableStore	STORE Contract.unsafe_addr = 0
Const	0
StateVariableStore	STORE Contract.safe_int = 0
Const	0
StateVariableStore	STORE Contract.unsafe_int = 0
RET []	

Function foo
(public)

Function
Jump

{arg_6ff}

CONTINUATION
{arg_6ff}
Branch {arg_6ff}

True

IF_TRUE	
MagicVariable	msg
SENDER	SENDER
SelfDestruct	SELFDESTRUCT
RET []	

False

IF_FALSE
HALT

Function check
(public)

Function	
Const	False
Assignment	(=False)
StateVariableLoad	LOAD safe_int
Const	5
BinaryOp	(LOAD safe_int > 5)
Branch (LOAD safe_int > 5)	

True

IF_TRUE	
MagicVariable	msg
SENDER	SENDER
StateVariableLoad	LOAD safe_addr
BinaryOp	(SENDER == LOAD safe_addr)
RET [(SENDER == LOAD safe_addr)]	

False

IF_FALSE	
MagicVariable	msg
SENDER	SENDER
StateVariableLoad	LOAD unsafe_addr
BinaryOp	(SENDER == LOAD unsafe_addr)
RET [(SENDER == LOAD unsafe_addr)]	

Function set_unsafe_int
(public)

Function	
{i}	
StateVariableStore	STORE Contract.unsafe_int = {i}
MagicVariable	msg
SENDER	SENDER
StateVariableLoad	LOAD unsafe_addr
BinaryOp	(SENDER == LOAD unsafe_addr)
Branch (SENDER == LOAD unsafe_addr)	

True

IF_TRUE
RET []

False

IF_FALSE
HALT

Function set_safe_int
(public)

Function	
{i}	
StateVariableStore	STORE Contract.safe_int = {i}
MagicVariable	msg
SENDER	SENDER
StateVariableLoad	LOAD safe_addr
BinaryOp	(SENDER == LOAD safe_addr)
Branch (SENDER == LOAD safe_addr)	

True

IF_TRUE
RET []

False

IF_FALSE
HALT

Function set_unsafe_addr
(public)

Function	
{a}	
StateVariableStore	STORE Contract.unsafe_addr = {a}
RET []	