

BLOCK	B00
S00	= A00 == A01
T00	:: S00

BLOCK	B06
S09	= LOAD V00
S10	= SELFDESTRUCT(S09)
T06	RETURN

BLOCK	B07
S11	= 0
S12	= STORE V00 = S11
S13	= 0
S14	= STORE V01 = S13
T07	RETURN

BLOCK	B01
S01	= STORE V01 = A01
S02	= STORE V01 = A02
T01	GOTO

BLOCK	B05
T05	GOTO

BLOCK	B02
S03	= msg
S04	= SENDER
S05	= LOAD V00
S06	= S04 == S05
T02	:: S06

BLOCK	B03
S07	= STORE V00 = A03
S08	= STORE V00 = A04
T03	RETURN

BLOCK	B04
T04	REVERT