

Contract Contract

Constructor Constructor
(public)

25c9af	
Const	0
StateVariableStore	STORE Contract.a = 0
Const	0
StateVariableStore	STORE Contract.b = 0
Const	0
StateVariableStore	STORE Contract.c = 0
Const	0
StateVariableStore	STORE Contract.d = 0
RET []	

Function order2
(public)

Function	
{addr}	
StateVariableStore	STORE Contract.a = {addr}
MagicVariable	msg
SENDER	SENDER
StateVariableStore	STORE Contract.b = SENDER
Const	0
Assignment	(dependOnSender=0)
StateVariableLoad	LOAD b
StateVariableLoad	LOAD a
BinaryOp	(LOAD b == LOAD a)
Branch (LOAD b == LOAD a)	

Function order
(public)

Function	
{addr}	
MagicVariable	msg
SENDER	SENDER
StateVariableLoad	LOAD c
BinaryOp	(SENDER == LOAD c)
Branch (SENDER == LOAD c)	

IF_TRUE	
SelfDestruct	SELFDESTRUCT
RET []	

IF_FALSE	
HALT	

IF_TRUE	
Assignment	(dependOnSender={addr})
StateVariableLoad	LOAD c
BinaryOp	((dependOnSender={addr}) == LOAD c)
Branch ((dependOnSender={addr}) == LOAD c)	

IF_TRUE	
StateVariableLoad	LOAD b
SelfDestruct	SELFDESTRUCT
Goto	

IF_FALSE	
HALT	

IF_FALSE	
Goto	

IF_JOIN	
{dependOnSender}	
Assignment	(dependOnSender={dependOnSender})
StateVariableLoad	LOAD d
StateVariableLoad	LOAD c
BinaryOp	(LOAD d == LOAD c)
Branch (LOAD d == LOAD c)	

IF_TRUE	
StateVariableLoad	LOAD b
SelfDestruct	SELFDESTRUCT
RET []	

IF_FALSE	
HALT	