

```
contract Reference{
```

```
    struct Ref{  
        uint val;  
    }  
}
```

```
    Ref a;  
    Ref b;  
    function set3(uint source_taint) public  
{  
        Ref storage r = a;  
        if(true){  
            r = b;  
        }  
        r.val = source_taint;  
    }  
}
```