

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;
```

```
    }
```

```
}
```