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<http://www.szzljy.com>By [Alejandro Santander](#) in collaboration with [Leo Arias](#).

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[Alejandro Santander](#)[Leo Arias](#)You're on the road, driving fast in your rare, fully restored 1969 Mustang Mach 1. The sunlight shimmers on the all-original, gorgeous plated rims. It's just you, the road, the desert, and the never-ending chase of the horizon. Perfection!

In the blink of an eye, your 335 hp beast is engulfed in white smoke, as if transformed into a steam locomotive, and you're forced to stop on the side of the road. With determination, you pop the hood, only to realize that you have absolutely no idea what you're looking at. How does this damn machine work? You grab your phone and discover that you have no signal.

Image from <http://www.mustangandfords.com>

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<http://www.mustangandfords.com>Could this perhaps be an analogy for your current knowledge of dApp development? In the analogy, the Mustang is your set of smart contracts, the rims are all those well-thought-out little details and the ♥ you put into them. And the popping of the hood is you looking into your contract's EVM bytecode and having absolutely no idea what's going on.

If this sounds familiar, then not to worry! The purpose of this series of articles is to deconstruct a simple Solidity contract, look at its bytecode, and break it apart into identifiable structures down to the lowest level. We'll pop the hood on Solidity. By the end of the series, you should feel comfortable when looking at or debugging EVM bytecode. The whole point of the series is to demystify the EVM bytecode produced by the Solidity compiler. And it's really much simpler than it seems.

Note: This series is aimed at developers who already feel comfortable with and have experience in developing Solidity contracts, but want to understand how things work at a slightly deeper/lower level—that is, how Solidity is translated into EVM bytecode by the Solidity compiler, and how the EVM executes such bytecode. If you aren't there just yet, I recommend reading this great introduction by Facu Spagnuolo: [A Gentle Introduction to Ethereum Programming](#).

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[A Gentle Introduction to Ethereum Programming](#)Here's the contract we'll deconstruct:

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]()

pragma solidity

^

0.4.24

;

contract

BasicToken

{

uint256

totalSupply_;

mapping

(address

=>

uint256

) balances;

constructor

(uint256

_initialSupply

) public

{

totalSupply_ =

_initialSupply;

balances[msg

.sender

] =

_initialSupply;

}

functiontotalSupply

() public

view

returns

(uint256

) {

return

totalSupply_;

}

```

functiontransfer
(address
    _to
    , uint256
    _value
) public
returns
(bool
) {
    require
    (_to !=
    address
    (0
    ));
    require
    (_value <=
    balances[msg
    .sender
    ]);
    balances[msg
    .sender
    ] =
    balances[msg
    .sender
    ] -
    _value;
    balances[_to] =
    balances[_to] +
    _value;
    return
    true
    ;
}

```

```

functionbalanceOf
(address
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) public
view
returns
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    return
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}
}

```

[view raw](#)

[
 BasicToken.sol
](<https://gist.github.com/ajsantander/dce951a95e7608bc29d7f5deeb6e2ecf#file-basictoken-sol>)
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constructor
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{
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constructor
uint256
```

```
_initialSupply
public
totalSupply_ =
_initialSupply;
totalSupply_ =
_initialSupply;
=
balances[msg
.sender
] =
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functiontransfer
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uint256
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address
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require
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address
(0
));
require
!=
address
0
require
(_value <=
balances[msg
.sender
]);
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balances[msg
.sender
]);
require
<=
msg
sender
balances[msg
.sender
] =
balances[msg
.sender
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_value;
balances[msg
.sender
] =
balances[msg
.sender
] -
_value;
msg
sender
=
msg
sender
-

```



```
balances[_to] =
balances[_to] +
_value;
balances[_to] =
balances[_to] +
_value;
=
+
return
true
;
return
true
;
return
true
}
}
functionbalanceOf
(address
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view raw
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hosted with ♥ by GitHub
view raw
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```

[GitHub](#)Note: This contract is susceptible to an [overflow attack](#), but we're just keeping it simple here for the purpose at hand.

Note: This contract is susceptible to an [overflow attack](#), but we're just keeping it simple here for the purpose at hand.

[overflow attack](#)#### Compiling the contract

To compile the contract, we'll be using [Remix](#). Go ahead and create a new contract by clicking on the + button on the top left, above the file browser area. Set the filename to BasicToken.sol. Now, paste the above code into the editor section.

[Remix](#)In the right-hand section, go to the Settings

tab and make sure Enable Optimization

is selected

. Also, verify that the selected version of the Solidity compiler is "version:0.4.24+commit.e67f0147.Emscripten.clang

". These two details are very important, otherwise you'll be looking at slightly different bytecode from what will be discussed here.

Settings

make sure Enable Optimization

is selected

Enable Optimization

version:0.4.24+commit.e67f0147.Emscripten.clang

If you go to the Compile

tab and click on the Details

button, you should see a popup with all the stuff that the Solidity compiler generates, one of which is a JSON object named BYTECODE

that has an "object" property, which is the compiled code of the contract. It looks like this:

Compile

Details

BYTECODE

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```
}()
608060405234801561001057600080fd5b5060405160208061021783398101604090815290516000818155338152600160205291909120556101d1806100466000396000f300608060405260043610610c
view raw
```

[
BasicToken.evm

](https://gist.github.com/ajsantander/03a4a183756980ef0865825bea96d6f5#file-basictoken-evm)

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[view raw](#)

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](https://gist.github.com/ajsantander/03a4a183756980ef0865825bea96d6f5#file-basictoken-evm)
 [GitHub](#)Yup. That’s completely unreadable (at least for a normal human being).

Deploying the contract

Next, go to the Run
 section in Remix. At the top, make sure you’re using the Javascript VM
 . This is basically an embedded Javascript EVM + network, our ideal Ethereum playground. Make sure BasicToken is selected in the ComboBox
 , and enter the number 10000 in the Deploy input box
 . Next, click the Deploy
 button. This should deploy an instance of our BasicToken contract, with an initial supply of 10000 tokens owned by the account currently selected at the top of the account ComboBox
 , which will hold the totality of our token supply.

Run
 Javascript VM
 ComboBox
 Deploy input box
 Deploy
 ComboBox
 Lower in the Run
 tab, in the Deployed Contracts

section, you should see the deployed contract, with fields to interact with its three functions: transfer, balanceOf, and totalSupply. Here, we’ll be able to interact with the instance of the contract we just deployed.

Run
 Deployed Contracts

But before that, let’s take a look at exactly what “deploying” the contract means. At the bottom of the page, in the console area, you should see the log “creation of BasicToken pending…”, followed by a transaction entry with various fields: from, to, value, data, logs, and hash. Click on this entry to expand the transaction’s info. Even though abbreviated, you should see that the data/input of the transaction is the same bytecode we presented above. This transaction is sent to the 0x0 address, and as a result, a new contract instance is created, with its own address and code. We’ll examine this process in detail in the next article.

Disassembling the bytecode

To the right of the transaction’s data, still in the console, click on the Debug
 button. This will activate the Debugger
 tab in Remix’s right-hand area. Let’s take a look at the Instructions
 section. If you scroll down, you should see the following:

Debug

Debugger

Instructions

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000

PUSH1

80

002

PUSH1

40

004

MSTORE

005

CALLVALUE

006

DUP1

007

ISZERO

008

PUSH2

0010

011

JUMPI

012

PUSH1

00

014

DUP1

015

REVERT

016

JUMPDEST

017

POP

018

PUSH1

40

020

MLOAD

021

PUSH1

20

023

DUP1

024

PUSH2

0217

027

DUP4

028

CODECOPY

029

DUP2

030

ADD

031

PUSH1

40
033
SWAP1
034
DUP2
035
MSTORE
036
SWAP1
037
MLOAD
038
PUSH1
00
040
DUP2
041
DUP2
042
SSTORE
043
CALLER
044
DUP2
045
MSTORE
046
PUSH1
01
048
PUSH1
20
050
MSTORE
051
SWAP2
052
SWAP1
053
SWAP2
054
SHA3
055
SSTORE
056
PUSH2 01d1
059
DUP1
060
PUSH2
0046
063
PUSH1
00
065
CODECOPY
066
PUSH1
00
068

RETURN
069
STOP
070
PUSH1
80
072
PUSH1
40
074
MSTORE
075
PUSH1
04
077
CALLDATASIZE
078
LT
079
PUSH2
0056
082
JUMPI
083
PUSH4 fffffff
088
PUSH29
0100
118
PUSH1
00
120
CALLDATALOAD
121
DIV
122
AND
123
PUSH4 18160ddd
128
DUP2
129
EQ
130
PUSH2 005b
133
JUMPI
134
DUP1
135
PUSH4 70a08231
140
EQ
141
PUSH2
0082
144
JUMPI
145
DUP1

146
PUSH4 a9059cbb
151
EQ
152
PUSH2 00b0
155
JUMPI
156
JUMPDEST
157
PUSH1
00
159
DUP1
160
REVERT
161
JUMPDEST
162
CALLVALUE
163
DUP1
164
ISZERO
165
PUSH2
0067
168
JUMPI
169
PUSH1
00
171
DUP1
172
REVERT
173
JUMPDEST
174
POP
175
PUSH2
0070
178
PUSH2 00f5
181
JUMP
182
JUMPDEST
183
PUSH1
40
185
DUP1
186
MLOAD
187
SWAP2
188

DUP3
189
MSTORE
190
MLOAD
191
SWAP1
192
DUP2
193
SWAP1
194
SUB
195
PUSH1
20
197
ADD
198
SWAP1
199
RETURN
200
JUMPDEST
201
CALLVALUE
202
DUP1
203
ISZERO
204
PUSH2 008e
207
JUMPI
208
PUSH1
00
210
DUP1
211
REVERT
212
JUMPDEST
213
POP
214
PUSH2
0070
217
PUSH20 ffffffffffffffffffffffffff
238
PUSH1
04
240
CALLDATALOAD
241
AND
242
PUSH2 00fb
245

JUMP
246
JUMPDEST
247
CALLVALUE
248
DUP1
249
ISZERO
250
PUSH2 00bc
253
JUMPI
254
PUSH1
00
256
DUP1
257
REVERT
258
JUMPDEST
259
POP
260
PUSH2 00e1
263
PUSH20 ffffffffffffffffffffffffffffffffff
284
PUSH1
04
286
CALLDATALOAD
287
AND
288
PUSH1
24
290
CALLDATALOAD
291
PUSH2
0123
294
JUMP
295
JUMPDEST
296
PUSH1
40
298
DUP1
299
MLOAD
300
SWAP2
301
ISZERO
302
ISZERO

303
DUP3
304
MSTORE
305
MLOAD
306
SWAP1
307
DUP2
308
SWAP1
309
SUB
310
PUSH1
20
312
ADD
313
SWAP1
314
RETURN
315
JUMPDEST
316
PUSH1
00
318
SLOAD
319
SWAP1
320
JUMP
321
JUMPDEST
322
PUSH20 ffffffffffffffffffffffffffffff
343
AND
344
PUSH1
00
346
SWAP1
347
DUP2
348
MSTORE
349
PUSH1
01
351
PUSH1
20
353
MSTORE
354
PUSH1
40

356
SWAP1
357
SHA3
358
SLOAD
359
SWAP1
360
JUMP
361
JUMPDEST
362
PUSH1
00
364
PUSH20 ffffffffffffffffffffffffffffffffff
385
DUP4
386
AND
387
ISZERO
388
ISZERO
389
PUSH2
0147
392
JUMPI
393
PUSH1
00
395
DUP1
396
REVERT
397
JUMPDEST
398
CALLER
399
PUSH1
00
401
SWAP1
402
DUP2
403
MSTORE
404
PUSH1
01
406
PUSH1
20
408
MSTORE
409
PUSH1

40
411
SWAP1
412
SHA3
413
SLOAD
414
DUP3
415
GT
416
ISZERO
417
PUSH2
0163
420
JUMPI
421
PUSH1
00
423
DUP1
424
REVERT
425
JUMPDEST
426
POP
427
CALLER
428
PUSH1
00
430
SWAP1
431
DUP2
432
MSTORE
433
PUSH1
01
435
PUSH1
20
437
DUP2
438
SWAP1
439
MSTORE
440
PUSH1
40
442
DUP1
443
DUP4
444

SHA3
445
DUP1
446
SLOAD
447
DUP6
448
SWAP1
449
SUB
450
SWAP1
451
SSTORE
452
PUSH20 ffffffffffffffffffffffffffffff
473
DUP6
474
AND
475
DUP4
476
MSTORE
477
SWAP1
478
SWAP2
479
SHA3
480
DUP1
481
SLOAD
482
DUP4
483
ADD
484
SWAP1
485
SSTORE
486
SWAP3
487
SWAP2
488
POP
489
POP
490
JUMP
491
STOP
492
LOG1
493
PUSH6 627a7a723058
500

SHA3
501
INVALID
502
INVALID
503
SWAP10
504
DELEGATECALL
505
GASLIMIT
506
SWAP7
507
TIMESTAMP
508
DUP8
509
INVALID
510
INVALID
511
INVALID
512
SWAP4
513
LOG4
514
SWAP1
515
JUMPI
516
INVALID
517
CALLVALUE
518
INVALID
519
BLOCKHASH
520
INVALID
521
SWAP2
522
INVALID
523
INVALID
524
INVALID
525
INVALID
526
CALLCODE
527
SWAP13
528
DUP9
529
INVALID
530

INVALID
531
RETURN
532
INVALID
533
STOP
534
INVALID
535
STOP
536
STOP
537
STOP
538
STOP
539
STOP
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STOP
541
STOP
542
STOP
543
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560

STOP

561

STOP

562

STOP

563

STOP

564

STOP

565

INVALID

566

LT

[view raw](#)

[

BasicToken.asm

](https://gist.github.com/ajsantander/60bd8d6f88725663f89a67a7c51672c7#file-basictoken-asm)

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000

PUSH1

80

002

PUSH1

40

004

MSTORE

005

CALLVALUE

006

DUP1

007

ISZERO

008

PUSH2

0010

011

JUMPI

012

PUSH1

00

014

DUP1

015

REVERT

016

JUMPDEST

017

POP

018

PUSH1

40

020

MLOAD

021

PUSH1

20

023
DUP1
024
PUSH2
0217
027
DUP4
028
CODECOPY
029
DUP2
030
ADD
031
PUSH1
40
033
SWAP1
034
DUP2
035
MSTORE
036
SWAP1
037
MLOAD
038
PUSH1
00
040
DUP2
041
DUP2
042
SSTORE
043
CALLER
044
DUP2
045
MSTORE
046
PUSH1
01
048
PUSH1
20
050
MSTORE
051
SWAP2
052
SWAP1
053
SWAP2
054
SHA3
055
SSTORE
056

PUSH2 01d1
059
DUP1
060
PUSH2
0046
063
PUSH1
00
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PUSH1
00
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PUSH2
0082
144
JUMPI
145
DUP1
146
PUSH4 a9059cbb
151
EQ
152
PUSH2 00b0
155
JUMPI
156
JUMPDEST
157
PUSH1
00
159
DUP1
160
REVERT
161
JUMPDEST
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CALLVALUE
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DUP1
164
ISZERO
165
PUSH2
0067
168
JUMPI
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PUSH1
00
171
DUP1
172
REVERT
173
JUMPDEST
174
POP
175
PUSH2
0070
178

PUSH2 00f5

181

JUMP

182

JUMPDEST

183

PUSH1

40

185

DUP1

186

MLOAD

187

SWAP2

188

DUP3

189

MSTORE

190

MLOAD

191

SWAP1

192

DUP2

193

SWAP1

194

SUB

195

PUSH1

20

197

ADD

198

SWAP1

199

RETURN

200

JUMPDEST

201

CALLVALUE

202

DUP1

203

ISZERO

204

PUSH2 008e

207

JUMPI

208

PUSH1

00

210

DUP1

211

REVERT

212

JUMPDEST

213

POP

214
PUSH2
0070
217
PUSH20 ffffffffffffffffffffffffff
238
PUSH1
04
240
CALLDATALOAD
241
AND
242
PUSH2 00fb
245
JUMP
246
JUMPDEST
247
CALLVALUE
248
DUP1
249
ISZERO
250
PUSH2 00bc
253
JUMPI
254
PUSH1
00
256
DUP1
257
REVERT
258
JUMPDEST
259
POP
260
PUSH2 00e1
263
PUSH20 ffffffffffffffffffffffffff
284
PUSH1
04
286
CALLDATALOAD
287
AND
288
PUSH1
24
290
CALLDATALOAD
291
PUSH2
0123
294
JUMP

295
JUMPDEST
296
PUSH1
40
298
DUP1
299
MLOAD
300
SWAP2
301
ISZERO
302
ISZERO
303
DUP3
304
MSTORE
305
MLOAD
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SWAP1
307
DUP2
308
SWAP1
309
SUB
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PUSH1
20
312
ADD
313
SWAP1
314
RETURN
315
JUMPDEST
316
PUSH1
00
318
SLOAD
319
SWAP1
320
JUMP
321
JUMPDEST
322
PUSH20 ffffffffffffffffffffffffffffffffff
343
AND
344
PUSH1
00
346
SWAP1

347
DUP2
348
MSTORE
349
PUSH1
01
351
PUSH1
20
353
MSTORE
354
PUSH1
40
356
SWAP1
357
SHA3
358
SLOAD
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SWAP1
360
JUMP
361
JUMPDEST
362
PUSH1
00
364
PUSH20 ffffffffffffffffffffffffffffffffff
385
DUP4
386
AND
387
ISZERO
388
ISZERO
389
PUSH2
0147
392
JUMPI
393
PUSH1
00
395
DUP1
396
REVERT
397
JUMPDEST
398
CALLER
399
PUSH1
00
401

SWAP1
402
DUP2
403
MSTORE
404
PUSH1
01
406
PUSH1
20
408
MSTORE
409
PUSH1
40
411
SWAP1
412
SHA3
413
SLOAD
414
DUP3
415
GT
416
ISZERO
417
PUSH2
0163
420
JUMPI
421
PUSH1
00
423
DUP1
424
REVERT
425
JUMPDEST
426
POP
427
CALLER
428
PUSH1
00
430
SWAP1
431
DUP2
432
MSTORE
433
PUSH1
01
435
PUSH1

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437
DUP2
438
SWAP1
439
MSTORE
440
PUSH1
40
442
DUP1
443
DUP4
444
SHA3
445
DUP1
446
SLOAD
447
DUP6
448
SWAP1
449
SUB
450
SWAP1
451
SSTORE
452
PUSH20 ffffffffffffffffffffffffffffffffff
473
DUP6
474
AND
475
DUP4
476
MSTORE
477
SWAP1
478
SWAP2
479
SHA3
480
DUP1
481
SLOAD
482
DUP4
483
ADD
484
SWAP1
485
SSTORE
486
SWAP3

487
SWAP2
488
POP
489
POP
490
JUMP
491
STOP
492
LOG1
493
PUSH6 627a7a723058
500
SHA3
501
INVALID
502
INVALID
503
SWAP10
504
DELEGATECALL
505
GASLIMIT
506
SWAP7
507
TIMESTAMP
508
DUP8
509
INVALID
510
INVALID
511
INVALID
512
SWAP4
513
LOG4
514
SWAP1
515
JUMPI
516
INVALID
517
CALLVALUE
518
INVALID
519
BLOCKHASH
520
INVALID
521
SWAP2
522
INVALID

523
INVALID
524
INVALID
525
INVALID
526
CALLCODE
527
SWAP13
528
DUP9
529
INVALID
530
INVALID
531
RETURN
532
INVALID
533
STOP
534
INVALID
535
STOP
536
STOP
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STOP
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STOP
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556
STOP
557
STOP
558
STOP
559
STOP
560
STOP
561
STOP
562
STOP
563
STOP
564
STOP
565
INVALID
566
LT
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[
BasicToken.asm
](https://gist.github.com/ajsantander/60bd8d6f88725663f89a67a7c51672c7#file-basictoken-asm)
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000
PUSH1
80
002
PUSH1
40
004
MSTORE
005
CALLVALUE
006
DUP1
007
ISZERO
008
PUSH2
0010
011
JUMPI
012
PUSH1
00
014

DUP1
015
REVERT
016
JUMPDEST
017
POP
018
PUSH1
40
020
MLOAD
021
PUSH1
20
023
DUP1
024
PUSH2
0217
027
DUP4
028
CODECOPY
029
DUP2
030
ADD
031
PUSH1
40
033
SWAP1
034
DUP2
035
MSTORE
036
SWAP1
037
MLOAD
038
PUSH1
00
040
DUP2
041
DUP2
042
SSTORE
043
CALLER
044
DUP2
045
MSTORE
046
PUSH1
01
048

[illegible]

00
120
CALLDATALOAD
121
DIV
122
AND
123
PUSH4 18160ddd
128
DUP2
129
EQ
130
PUSH2 005b
133
JUMPI
134
DUP1
135
PUSH4 70a08231
140
EQ
141
PUSH2
0082
144
JUMPI
145
DUP1
146
PUSH4 a9059cbb
151
EQ
152
PUSH2 00b0
155
JUMPI
156
JUMPDEST
157
PUSH1
00
159
DUP1
160
REVERT
161
JUMPDEST
162
CALLVALUE
163
DUP1
164
ISZERO
165
PUSH2
0067
168
JUMPI

169
PUSH1
00
171
DUP1
172
REVERT
173
JUMPDEST
174
POP
175
PUSH2
0070
178
PUSH2 00f5
181
JUMP
182
JUMPDEST
183
PUSH1
40
185
DUP1
186
MLOAD
187
SWAP2
188
DUP3
189
MSTORE
190
MLOAD
191
SWAP1
192
DUP2
193
SWAP1
194
SUB
195
PUSH1
20
197
ADD
198
SWAP1
199
RETURN
200
JUMPDEST
201
CALLVALUE
202
DUP1
203
ISZERO

204
PUSH2 008e
207
JUMPI
208
PUSH1
00
210
DUP1
211
REVERT
212
JUMPDEST
213
POP
214
PUSH2
0070
217
PUSH20 ffffffffffffffffffffffffff
238
PUSH1
04
240
CALLDATALOAD
241
AND
242
PUSH2 00fb
245
JUMP
246
JUMPDEST
247
CALLVALUE
248
DUP1
249
ISZERO
250
PUSH2 00bc
253
JUMPI
254
PUSH1
00
256
DUP1
257
REVERT
258
JUMPDEST
259
POP
260
PUSH2 00e1
263
PUSH20 ffffffffffffffffffffffffff
284
PUSH1

04
286
CALLDATALOAD
287
AND
288
PUSH1
24
290
CALLDATALOAD
291
PUSH2
0123
294
JUMP
295
JUMPDEST
296
PUSH1
40
298
DUP1
299
MLOAD
300
SWAP2
301
ISZERO
302
ISZERO
303
DUP3
304
MSTORE
305
MLOAD
306
SWAP1
307
DUP2
308
SWAP1
309
SUB
310
PUSH1
20
312
ADD
313
SWAP1
314
RETURN
315
JUMPDEST
316
PUSH1
00
318
SLOAD

319
SWAP1
320
JUMP
321
JUMPDEST
322
PUSH20 ffffffffffffffffffffffffff
343
AND
344
PUSH1
00
346
SWAP1
347
DUP2
348
MSTORE
349
PUSH1
01
351
PUSH1
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353
MSTORE
354
PUSH1
40
356
SWAP1
357
SHA3
358
SLOAD
359
SWAP1
360
JUMP
361
JUMPDEST
362
PUSH1
00
364
PUSH20 ffffffffffffffffffffffffff
385
DUP4
386
AND
387
ISZERO
388
ISZERO
389
PUSH2
0147
392
JUMPI

393
PUSH1
00
395
DUP1
396
REVERT
397
JUMPDEST
398
CALLER
399
PUSH1
00
401
SWAP1
402
DUP2
403
MSTORE
404
PUSH1
01
406
PUSH1
20
408
MSTORE
409
PUSH1
40
411
SWAP1
412
SHA3
413
SLOAD
414
DUP3
415
GT
416
ISZERO
417
PUSH2
0163
420
JUMPI
421
PUSH1
00
423
DUP1
424
REVERT
425
JUMPDEST
426
POP
427

CALLER
428
PUSH1
00
430
SWAP1
431
DUP2
432
MSTORE
433
PUSH1
01
435
PUSH1
20
437
DUP2
438
SWAP1
439
MSTORE
440
PUSH1
40
442
DUP1
443
DUP4
444
SHA3
445
DUP1
446
SLOAD
447
DUP6
448
SWAP1
449
SUB
450
SWAP1
451
SSTORE
452
PUSH20 ffffffffffffffffffffffffffffffffff
473
DUP6
474
AND
475
DUP4
476
MSTORE
477
SWAP1
478
SWAP2
479

SHA3
480
DUP1
481
SLOAD
482
DUP4
483
ADD
484
SWAP1
485
SSTORE
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SWAP3
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SWAP2
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POP
489
POP
490
JUMP
491
STOP
492
LOG1
493
PUSH6 627a7a723058
500
SHA3
501
INVALID
502
INVALID
503
SWAP10
504
DELEGATECALL
505
GASLIMIT
506
SWAP7
507
TIMESTAMP
508
DUP8
509
INVALID
510
INVALID
511
INVALID
512
SWAP4
513
LOG4
514
SWAP1
515

JUMPI
516
INVALID
517
CALLVALUE
518
INVALID
519
BLOCKHASH
520
INVALID
521
SWAP2
522
INVALID
523
INVALID
524
INVALID
525
INVALID
526
CALLCODE
527
SWAP13
528
DUP9
529
INVALID
530
INVALID
531
RETURN
532
INVALID
533
STOP
534
INVALID
535
STOP
536
STOP
537
STOP
538
STOP
539
STOP
540
STOP
541
STOP
542
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STOP

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STOP

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STOP

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STOP

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STOP

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STOP

556

STOP

557

STOP

558

STOP

559

STOP

560

STOP

561

STOP

562

STOP

563

STOP

564

STOP

565

INVALID

566

LT

This file contains bidirectional Unicode text that may be interpreted or compiled differently than what appears below. To review, open the file in an editor that reveals hidden Unicode characters.

[Learn more about bidirectional Unicode characters](#)

[Show hidden characters

]()

000

PUSH1

80

002

PUSH1

40

004

MSTORE

005

CALLVALUE

006

DUP1

007

ISZERO
008
PUSH2
0010
011
JUMPI
012
PUSH1
00
014
DUP1
015
REVERT
016
JUMPDEST
017
POP
018
PUSH1
40
020
MLOAD
021
PUSH1
20
023
DUP1
024
PUSH2
0217
027
DUP4
028
CODECOPY
029
DUP2
030
ADD
031
PUSH1
40
033
SWAP1
034
DUP2
035
MSTORE
036
SWAP1
037
MLOAD
038
PUSH1
00
040
DUP2
041
DUP2
042
SSTORE

043
CALLER
044
DUP2
045
MSTORE
046
PUSH1
01
048
PUSH1
20
050
MSTORE
051
SWAP2
052
SWAP1
053
SWAP2
054
SHA3
055
SSTORE
056
PUSH2 01d1
059
DUP1
060
PUSH2
0046
063
PUSH1
00
065
CODECOPY
066
PUSH1
00
068
RETURN
069
STOP
070
PUSH1
80
072
PUSH1
40
074
MSTORE
075
PUSH1
04
077
CALLDATASIZE
078
LT
079
PUSH2

[illegible]

CALLVALUE

163

DUP1

164

ISZERO

165

PUSH2

0067

168

JUMPI

169

PUSH1

00

171

DUP1

172

REVERT

173

JUMPDEST

174

POP

175

PUSH2

0070

178

PUSH2 00f5

181

JUMP

182

JUMPDEST

183

PUSH1

40

185

DUP1

186

MLOAD

187

SWAP2

188

DUP3

189

MSTORE

190

MLOAD

191

SWAP1

192

DUP2

193

SWAP1

194

SUB

195

PUSH1

20

197

ADD

198

SWAP1

199
RETURN
200
JUMPDEST
201
CALLVALUE
202
DUP1
203
ISZERO
204
PUSH2 008e
207
JUMPI
208
PUSH1
00
210
DUP1
211
REVERT
212
JUMPDEST
213
POP
214
PUSH2
0070
217
PUSH20 ffffffffffffffffffffffffffffffffff
238
PUSH1
04
240
CALLDATALOAD
241
AND
242
PUSH2 00fb
245
JUMP
246
JUMPDEST
247
CALLVALUE
248
DUP1
249
ISZERO
250
PUSH2 00bc
253
JUMPI
254
PUSH1
00
256
DUP1
257
REVERT

258
JUMPDEST
259
POP
260
PUSH2 00e1
263
PUSH20 ffffffffffffffffffffffffffffffff
284
PUSH1
04
286
CALLDATALOAD
287
AND
288
PUSH1
24
290
CALLDATALOAD
291
PUSH2
0123
294
JUMP
295
JUMPDEST
296
PUSH1
40
298
DUP1
299
MLOAD
300
SWAP2
301
ISZERO
302
ISZERO
303
DUP3
304
MSTORE
305
MLOAD
306
SWAP1
307
DUP2
308
SWAP1
309
SUB
310
PUSH1
20
312
ADD
313

SWAP1
314
RETURN
315
JUMPDEST
316
PUSH1
00
318
SLOAD
319
SWAP1
320
JUMP
321
JUMPDEST
322
PUSH20 ffffffffffffffffffffffffffffff
343
AND
344
PUSH1
00
346
SWAP1
347
DUP2
348
MSTORE
349
PUSH1
01
351
PUSH1
20
353
MSTORE
354
PUSH1
40
356
SWAP1
357
SHA3
358
SLOAD
359
SWAP1
360
JUMP
361
JUMPDEST
362
PUSH1
00
364
PUSH20 ffffffffffffffffffffffffffffff
385
DUP4
386

AND
387
ISZERO
388
ISZERO
389
PUSH2
0147
392
JUMPI
393
PUSH1
00
395
DUP1
396
REVERT
397
JUMPDEST
398
CALLER
399
PUSH1
00
401
SWAP1
402
DUP2
403
MSTORE
404
PUSH1
01
406
PUSH1
20
408
MSTORE
409
PUSH1
40
411
SWAP1
412
SHA3
413
SLOAD
414
DUP3
415
GT
416
ISZERO
417
PUSH2
0163
420
JUMPI
421
PUSH1


```

00
423
DUP1
424
REVERT
425
JUMPDEST
426
POP
427
CALLER
428
PUSH1
00
430
SWAP1
431
DUP2
432
MSTORE
433
PUSH1
01
435
PUSH1
20
437
DUP2
438
SWAP1
439
MSTORE
440
PUSH1
40
442
DUP1
443
DUP4
444
SHA3
445
DUP1
446
SLOAD
447
DUP6
448
SWAP1
449
SUB
450
SWAP1
451
SSTORE
452
PUSH20 ffffffffffffffffffffffffffffffffff
473
DUP6
474

```

AND
475
DUP4
476
MSTORE
477
SWAP1
478
SWAP2
479
SHA3
480
DUP1
481
SLOAD
482
DUP4
483
ADD
484
SWAP1
485
SSTORE
486
SWAP3
487
SWAP2
488
POP
489
POP
490
JUMP
491
STOP
492
LOG1
493
PUSH6 627a7a723058
500
SHA3
501
INVALID
502
INVALID
503
SWAP10
504
DELEGATECALL
505
GASLIMIT
506
SWAP7
507
TIMESTAMP
508
DUP8
509
INVALID
510

INVALID
511
INVALID
512
SWAP4
513
LOG4
514
SWAP1
515
JUMPI
516
INVALID
517
CALLVALUE
518
INVALID
519
BLOCKHASH
520
INVALID
521
SWAP2
522
INVALID
523
INVALID
524
INVALID
525
INVALID
526
CALLCODE
527
SWAP13
528
DUP9
529
INVALID
530
INVALID
531
RETURN
532
INVALID
533
STOP
534
INVALID
535
STOP
536
STOP
537
STOP
538
STOP
539
STOP
540

STOP
541
STOP
542
STOP
543
STOP
544
STOP
545
STOP
546
STOP
547
STOP
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STOP
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STOP
551
STOP
552
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553
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554
STOP
555
STOP
556
STOP
557
STOP
558
STOP
559
STOP
560
STOP
561
STOP
562
STOP
563
STOP
564
STOP
565
INVALID
566
LT

This file contains bidirectional Unicode text that may be interpreted or compiled differently than what appears below. To review, open the file in an editor that reveals hidden Unicode characters.
[Learn more about bidirectional Unicode characters](#)

[Show hidden characters
]()
000
PUSH1
80

002
PUSH1
40
004
MSTORE
005
CALLVALUE
006
DUP1
007
ISZERO
008
PUSH2
0010
011
JUMPI
012
PUSH1
00
014
DUP1
015
REVERT
016
JUMPDEST
017
POP
018
PUSH1
40
020
MLOAD
021
PUSH1
20
023
DUP1
024
PUSH2
0217
027
DUP4
028
CODECOPY
029
DUP2
030
ADD
031
PUSH1
40
033
SWAP1
034
DUP2
035
MSTORE
036
SWAP1
037

MLOAD
038
PUSH1
00
040
DUP2
041
DUP2
042
SSTORE
043
CALLER
044
DUP2
045
MSTORE
046
PUSH1
01
048
PUSH1
20
050
MSTORE
051
SWAP2
052
SWAP1
053
SWAP2
054
SHA3
055
SSTORE
056
PUSH2 01d1
059
DUP1
060
PUSH2
0046
063
PUSH1
00
065
CODECOPY
066
PUSH1
00
068
RETURN
069
STOP
070
PUSH1
80
072
PUSH1
40
074

MSTORE
075
PUSH1
04
077
CALLDATASIZE
078
LT
079
PUSH2
0056
082
JUMPI
083
PUSH4 fffffff
088
PUSH29
0100
118
PUSH1
00
120
CALLDATALOAD
121
DIV
122
AND
123
PUSH4 18160ddd
128
DUP2
129
EQ
130
PUSH2 005b
133
JUMPI
134
DUP1
135
PUSH4 70a08231
140
EQ
141
PUSH2
0082
144
JUMPI
145
DUP1
146
PUSH4 a9059cbb
151
EQ
152
PUSH2 00b0
155
JUMPI
156
JUMPDEST

157
PUSH1
00
159
DUP1
160
REVERT
161
JUMPDEST
162
CALLVALUE
163
DUP1
164
ISZERO
165
PUSH2
0067
168
JUMPI
169
PUSH1
00
171
DUP1
172
REVERT
173
JUMPDEST
174
POP
175
PUSH2
0070
178
PUSH2 00f5
181
JUMP
182
JUMPDEST
183
PUSH1
40
185
DUP1
186
MLOAD
187
SWAP2
188
DUP3
189
MSTORE
190
MLOAD
191
SWAP1
192
DUP2
193

SWAP1
194
SUB
195
PUSH1
20
197
ADD
198
SWAP1
199
RETURN
200
JUMPDEST
201
CALLVALUE
202
DUP1
203
ISZERO
204
PUSH2 008e
207
JUMPI
208
PUSH1
00
210
DUP1
211
REVERT
212
JUMPDEST
213
POP
214
PUSH2
0070
217
PUSH20 ffffffffffffffffffffffffff
238
PUSH1
04
240
CALLDATALOAD
241
AND
242
PUSH2 00fb
245
JUMP
246
JUMPDEST
247
CALLVALUE
248
DUP1
249
ISZERO
250

PUSH2 00bc
253
JUMPI
254
PUSH1
00
256
DUP1
257
REVERT
258
JUMPDEST
259
POP
260
PUSH2 00e1
263
PUSH20 ffffffffffffffffffffffffffffff
284
PUSH1
04
286
CALLDATALOAD
287
AND
288
PUSH1
24
290
CALLDATALOAD
291
PUSH2
0123
294
JUMP
295
JUMPDEST
296
PUSH1
40
298
DUP1
299
MLOAD
300
SWAP2
301
ISZERO
302
ISZERO
303
DUP3
304
MSTORE
305
MLOAD
306
SWAP1
307
DUP2

308
SWAP1
309
SUB
310
PUSH1
20
312
ADD
313
SWAP1
314
RETURN
315
JUMPDEST
316
PUSH1
00
318
SLOAD
319
SWAP1
320
JUMP
321
JUMPDEST
322
PUSH20 ffffffffffffffffffffffffffffffffff
343
AND
344
PUSH1
00
346
SWAP1
347
DUP2
348
MSTORE
349
PUSH1
01
351
PUSH1
20
353
MSTORE
354
PUSH1
40
356
SWAP1
357
SHA3
358
SLOAD
359
SWAP1
360
JUMP

361
JUMPDEST
362
PUSH1
00
364
PUSH20 ffffffffffffffffffffffffffffff
385
DUP4
386
AND
387
ISZERO
388
ISZERO
389
PUSH2
0147
392
JUMPI
393
PUSH1
00
395
DUP1
396
REVERT
397
JUMPDEST
398
CALLER
399
PUSH1
00
401
SWAP1
402
DUP2
403
MSTORE
404
PUSH1
01
406
PUSH1
20
408
MSTORE
409
PUSH1
40
411
SWAP1
412
SHA3
413
SLOAD
414
DUP3
415

GT
416
ISZERO
417
PUSH2
0163
420
JUMPI
421
PUSH1
00
423
DUP1
424
REVERT
425
JUMPDEST
426
POP
427
CALLER
428
PUSH1
00
430
SWAP1
431
DUP2
432
MSTORE
433
PUSH1
01
435
PUSH1
20
437
DUP2
438
SWAP1
439
MSTORE
440
PUSH1
40
442
DUP1
443
DUP4
444
SHA3
445
DUP1
446
SLOAD
447
DUP6
448
SWAP1
449

SUB
450
SWAP1
451
SSTORE
452
PUSH20 ffffffffffffffffffffffffff
473
DUP6
474
AND
475
DUP4
476
MSTORE
477
SWAP1
478
SWAP2
479
SHA3
480
DUP1
481
SLOAD
482
DUP4
483
ADD
484
SWAP1
485
SSTORE
486
SWAP3
487
SWAP2
488
POP
489
POP
490
JUMP
491
STOP
492
LOG1
493
PUSH6 627a7a723058
500
SHA3
501
INVALID
502
INVALID
503
SWAP10
504
DELEGATECALL
505

GASLIMIT
506
SWAP7
507
TIMESTAMP
508
DUP8
509
INVALID
510
INVALID
511
INVALID
512
SWAP4
513
LOG4
514
SWAP1
515
JUMPI
516
INVALID
517
CALLVALUE
518
INVALID
519
BLOCKHASH
520
INVALID
521
SWAP2
522
INVALID
523
INVALID
524
INVALID
525
INVALID
526
CALLCODE
527
SWAP13
528
DUP9
529
INVALID
530
INVALID
531
RETURN
532
INVALID
533
STOP
534
INVALID
535

STOP
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STOP
537
STOP
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558
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559
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560
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561
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562
STOP
563
STOP
564
STOP
565

INVALID

566

LT

This file contains bidirectional Unicode text that may be interpreted or compiled differently than what appears below. To review, open the file in an editor that reveals hidden Unicode characters.

[Learn more about bidirectional Unicode characters](#)

[Show hidden characters

]()

000

PUSH1

80

002

PUSH1

40

004

MSTORE

005

CALLVALUE

006

DUP1

007

ISZERO

008

PUSH2

0010

011

JUMPI

012

PUSH1

00

014

DUP1

015

REVERT

016

JUMPDEST

017

POP

018

PUSH1

40

020

MLOAD

021

PUSH1

20

023

DUP1

024

PUSH2

0217

027

DUP4

028

CODECOPY

029

DUP2

030

ADD

031

PUSH1

40
033
SWAP1
034
DUP2
035
MSTORE
036
SWAP1
037
MLOAD
038
PUSH1
00
040
DUP2
041
DUP2
042
SSTORE
043
CALLER
044
DUP2
045
MSTORE
046
PUSH1
01
048
PUSH1
20
050
MSTORE
051
SWAP2
052
SWAP1
053
SWAP2
054
SHA3
055
SSTORE
056
PUSH2 01d1
059
DUP1
060
PUSH2
0046
063
PUSH1
00
065
CODECOPY
066
PUSH1
00
068

```
RETURN
069
STOP
070
PUSH1
80
072
PUSH1
40
074
MSTORE
075
PUSH1
04
077
CALLDATASIZE
078
LT
079
PUSH2
0056
082
JUMPI
083
PUSH4 fffffff
088
PUSH29
0100000000000000000000000000000000000000000000000000000000000000
118
PUSH1
00
120
CALLDATALOAD
121
DIV
122
AND
123
PUSH4 18160ddd
128
DUP2
129
EQ
130
PUSH2 005b
133
JUMPI
134
DUP1
135
PUSH4 70a08231
140
EQ
141
PUSH2
0082
144
JUMPI
145
DUP1
```

146
PUSH4 a9059cbb
151
EQ
152
PUSH2 00b0
155
JUMPI
156
JUMPDEST
157
PUSH1
00
159
DUP1
160
REVERT
161
JUMPDEST
162
CALLVALUE
163
DUP1
164
ISZERO
165
PUSH2
0067
168
JUMPI
169
PUSH1
00
171
DUP1
172
REVERT
173
JUMPDEST
174
POP
175
PUSH2
0070
178
PUSH2 00f5
181
JUMP
182
JUMPDEST
183
PUSH1
40
185
DUP1
186
MLOAD
187
SWAP2
188

DUP3
189
MSTORE
190
MLOAD
191
SWAP1
192
DUP2
193
SWAP1
194
SUB
195
PUSH1
20
197
ADD
198
SWAP1
199
RETURN
200
JUMPDEST
201
CALLVALUE
202
DUP1
203
ISZERO
204
PUSH2 008e
207
JUMPI
208
PUSH1
00
210
DUP1
211
REVERT
212
JUMPDEST
213
POP
214
PUSH2
0070
217
PUSH20 ffffffffffffffffffffffffffffffffff
238
PUSH1
04
240
CALLDATALOAD
241
AND
242
PUSH2 00fb
245

JUMP
246
JUMPDEST
247
CALLVALUE
248
DUP1
249
ISZERO
250
PUSH2 00bc
253
JUMPI
254
PUSH1
00
256
DUP1
257
REVERT
258
JUMPDEST
259
POP
260
PUSH2 00e1
263
PUSH20 ffffffffffffffffffffffffffffffffff
284
PUSH1
04
286
CALLDATALOAD
287
AND
288
PUSH1
24
290
CALLDATALOAD
291
PUSH2
0123
294
JUMP
295
JUMPDEST
296
PUSH1
40
298
DUP1
299
MLOAD
300
SWAP2
301
ISZERO
302
ISZERO

303
DUP3
304
MSTORE
305
MLOAD
306
SWAP1
307
DUP2
308
SWAP1
309
SUB
310
PUSH1
20
312
ADD
313
SWAP1
314
RETURN
315
JUMPDEST
316
PUSH1
00
318
SLOAD
319
SWAP1
320
JUMP
321
JUMPDEST
322
PUSH20 ffffffffffffffffffffffffffffff
343
AND
344
PUSH1
00
346
SWAP1
347
DUP2
348
MSTORE
349
PUSH1
01
351
PUSH1
20
353
MSTORE
354
PUSH1
40

356
SWAP1
357
SHA3
358
SLOAD
359
SWAP1
360
JUMP
361
JUMPDEST
362
PUSH1
00
364
PUSH20 ffffffffffffffffffffffffffffffffff
385
DUP4
386
AND
387
ISZERO
388
ISZERO
389
PUSH2
0147
392
JUMPI
393
PUSH1
00
395
DUP1
396
REVERT
397
JUMPDEST
398
CALLER
399
PUSH1
00
401
SWAP1
402
DUP2
403
MSTORE
404
PUSH1
01
406
PUSH1
20
408
MSTORE
409
PUSH1

40
411
SWAP1
412
SHA3
413
SLOAD
414
DUP3
415
GT
416
ISZERO
417
PUSH2
0163
420
JUMPI
421
PUSH1
00
423
DUP1
424
REVERT
425
JUMPDEST
426
POP
427
CALLER
428
PUSH1
00
430
SWAP1
431
DUP2
432
MSTORE
433
PUSH1
01
435
PUSH1
20
437
DUP2
438
SWAP1
439
MSTORE
440
PUSH1
40
442
DUP1
443
DUP4
444

SHA3
445
DUP1
446
SLOAD
447
DUP6
448
SWAP1
449
SUB
450
SWAP1
451
SSTORE
452
PUSH20 ffffffffffffffffffffffffffffff
473
DUP6
474
AND
475
DUP4
476
MSTORE
477
SWAP1
478
SWAP2
479
SHA3
480
DUP1
481
SLOAD
482
DUP4
483
ADD
484
SWAP1
485
SSTORE
486
SWAP3
487
SWAP2
488
POP
489
POP
490
JUMP
491
STOP
492
LOG1
493
PUSH6 627a7a723058
500

SHA3
501
INVALID
502
INVALID
503
SWAP10
504
DELEGATECALL
505
GASLIMIT
506
SWAP7
507
TIMESTAMP
508
DUP8
509
INVALID
510
INVALID
511
INVALID
512
SWAP4
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LOG4
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SWAP1
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JUMPI
516
INVALID
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CALLVALUE
518
INVALID
519
BLOCKHASH
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INVALID
521
SWAP2
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INVALID
523
INVALID
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INVALID
525
INVALID
526
CALLCODE
527
SWAP13
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DUP9
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INVALID
530

INVALID
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RETURN
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INVALID
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STOP
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INVALID
566
LT

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[Show hidden characters

]()
000
PUSH1
80
002
PUSH1
40
004
MSTORE
005
CALLVALUE
006
DUP1
007
ISZERO
008
PUSH2
0010
011
JUMPI
012
PUSH1
00
014
DUP1
015
REVERT
016
JUMPDEST
017
POP
018
PUSH1
40
020
MLOAD
021
PUSH1
20
023
DUP1
024
PUSH2
0217

027
DUP4
028
CODECOPY
029
DUP2
030
ADD
031
PUSH1
40
033
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DUP2
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MSTORE
036
SWAP1
037
MLOAD
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PUSH1
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DUP2
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DUP2
042
SSTORE
043
CALLER
044
DUP2
045
MSTORE
046
PUSH1
01
048
PUSH1
20
050
MSTORE
051
SWAP2
052
SWAP1
053
SWAP2
054
SHA3
055
SSTORE
056
PUSH2 01d1
059
DUP1
060
PUSH2

0046
063
PUSH1
00
065
CODECOPY
066
PUSH1
00
068
RETURN
069
STOP
070
PUSH1
80
072
PUSH1
40
074
MSTORE
075
PUSH1
04
077
CALLDATASIZE
078
LT
079
PUSH2
0056
082
JUMPI
083
PUSH4 fffffff
088
PUSH29
0100
118
PUSH1
00
120
CALLDATALOAD
121
DIV
122
AND
123
PUSH4 18160ddd
128
DUP2
129
EQ
130
PUSH2 005b
133
JUMPI
134
DUP1
135

PUSH4 70a08231

140

EQ

141

PUSH2

0082

144

JUMPI

145

DUP1

146

PUSH4 a9059cbb

151

EQ

152

PUSH2 00b0

155

JUMPI

156

JUMPDEST

157

PUSH1

00

159

DUP1

160

REVERT

161

JUMPDEST

162

CALLVALUE

163

DUP1

164

ISZERO

165

PUSH2

0067

168

JUMPI

169

PUSH1

00

171

DUP1

172

REVERT

173

JUMPDEST

174

POP

175

PUSH2

0070

178

PUSH2 00f5

181

JUMP

182

JUMPDEST

183
PUSH1
40
185
DUP1
186
MLOAD
187
SWAP2
188
DUP3
189
MSTORE
190
MLOAD
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SWAP1
192
DUP2
193
SWAP1
194
SUB
195
PUSH1
20
197
ADD
198
SWAP1
199
RETURN
200
JUMPDEST
201
CALLVALUE
202
DUP1
203
ISZERO
204
PUSH2 008e
207
JUMPI
208
PUSH1
00
210
DUP1
211
REVERT
212
JUMPDEST
213
POP
214
PUSH2
0070
217
PUSH20 ffffffffffffffffffffffffffffffffff

238
PUSH1
04
240
CALLDATALOAD
241
AND
242
PUSH2 00fb
245
JUMP
246
JUMPDEST
247
CALLVALUE
248
DUP1
249
ISZERO
250
PUSH2 00bc
253
JUMPI
254
PUSH1
00
256
DUP1
257
REVERT
258
JUMPDEST
259
POP
260
PUSH2 00e1
263
PUSH20 ffffffffffffffffffffffffff
284
PUSH1
04
286
CALLDATALOAD
287
AND
288
PUSH1
24
290
CALLDATALOAD
291
PUSH2
0123
294
JUMP
295
JUMPDEST
296
PUSH1
40

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DUP1
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MLOAD
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SWAP2
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ISZERO
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ISZERO
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DUP3
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MSTORE
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MLOAD
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SWAP1
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DUP2
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SWAP1
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SUB
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PUSH1
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ADD
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SWAP1
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RETURN
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JUMPDEST
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PUSH1
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SLOAD
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SWAP1
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JUMP
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JUMPDEST
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PUSH20 ffffffffffffffffffffffffffffffffff
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AND
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PUSH1
00
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SWAP1
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DUP2
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MSTORE
349

PUSH1
01
351
PUSH1
20
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MSTORE
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PUSH1
40
356
SWAP1
357
SHA3
358
SLOAD
359
SWAP1
360
JUMP
361
JUMPDEST
362
PUSH1
00
364
PUSH20 ffffffffffffffffffffffffffffffffff
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DUP4
386
AND
387
ISZERO
388
ISZERO
389
PUSH2
0147
392
JUMPI
393
PUSH1
00
395
DUP1
396
REVERT
397
JUMPDEST
398
CALLER
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PUSH1
00
401
SWAP1
402
DUP2
403
MSTORE

404
PUSH1
01
406
PUSH1
20
408
MSTORE
409
PUSH1
40
411
SWAP1
412
SHA3
413
SLOAD
414
DUP3
415
GT
416
ISZERO
417
PUSH2
0163
420
JUMPI
421
PUSH1
00
423
DUP1
424
REVERT
425
JUMPDEST
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POP
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CALLER
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PUSH1
00
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SWAP1
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DUP2
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MSTORE
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PUSH1
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PUSH1
20
437
DUP2
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SWAP1

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MSTORE
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PUSH1
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DUP1
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DUP4
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SHA3
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DUP1
446
SLOAD
447
DUP6
448
SWAP1
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SUB
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SWAP1
451
SSTORE
452
PUSH20 ffffffffffffffffffffffffffffff
473
DUP6
474
AND
475
DUP4
476
MSTORE
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SWAP1
478
SWAP2
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SHA3
480
DUP1
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SLOAD
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DUP4
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ADD
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SWAP1
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SSTORE
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SWAP3
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SWAP2
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POP
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POP
490
JUMP
491
STOP
492
LOG1
493
PUSH6 627a7a723058
500
SHA3
501
INVALID
502
INVALID
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SWAP10
504
DELEGATECALL
505
GASLIMIT
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SWAP7
507
TIMESTAMP
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DUP8
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INVALID
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INVALID
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INVALID
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SWAP4
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LOG4
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SWAP1
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JUMPI
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INVALID
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CALLVALUE
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BLOCKHASH
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SWAP2
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CALLCODE
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SWAP13
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DUP9
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RETURN
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STOP
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STOP
565
INVALID
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LT

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]()

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]()

[Show hidden characters
]()

000
PUSH1
80
002
PUSH1
40
004
MSTORE
005
CALLVALUE
006
DUP1
007
ISZERO
008
PUSH2
0010
011
JUMPI
012
PUSH1
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014
DUP1
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REVERT

016
JUMPDEST
017
POP
018
PUSH1
40
020
MLOAD
021
PUSH1
20
023
DUP1
024
PUSH2
0217
027
DUP4
028
CODECOPY
029
DUP2
030
ADD
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PUSH1
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033
SWAP1
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DUP2
035
MSTORE
036
SWAP1
037
MLOAD
038
PUSH1
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DUP2
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DUP2
042
SSTORE
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CALLER
044
DUP2
045
MSTORE
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PUSH1
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PUSH1
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050

MSTORE
051
SWAP2
052
SWAP1
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SWAP2
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SHA3
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SSTORE
056
PUSH2 01d1
059
DUP1
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PUSH2
0046
063
PUSH1
00
065
CODECOPY
066
PUSH1
00
068
RETURN
069
STOP
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PUSH1
80
072
PUSH1
40
074
MSTORE
075
PUSH1
04
077
CALLDATASIZE
078
LT
079
PUSH2
0056
082
JUMPI
083
PUSH4 fffffff
088
PUSH29
0100
118
PUSH1
00
120
CALLDATALOAD

121
DIV
122
AND
123
PUSH4 18160ddd
128
DUP2
129
EQ
130
PUSH2 005b
133
JUMPI
134
DUP1
135
PUSH4 70a08231
140
EQ
141
PUSH2
0082
144
JUMPI
145
DUP1
146
PUSH4 a9059cbb
151
EQ
152
PUSH2 00b0
155
JUMPI
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JUMPDEST
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PUSH1
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DUP1
160
REVERT
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JUMPDEST
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CALLVALUE
163
DUP1
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ISZERO
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PUSH2
0067
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JUMPI
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PUSH1
00

171
DUP1
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REVERT
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JUMPDEST
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POP
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PUSH2
0070
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PUSH2 00f5
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JUMP
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JUMPDEST
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PUSH1
40
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DUP1
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MLOAD
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SWAP2
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DUP3
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MSTORE
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MLOAD
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SWAP1
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DUP2
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SWAP1
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SUB
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PUSH1
20
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ADD
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SWAP1
199
RETURN
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JUMPDEST
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CALLVALUE
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DUP1
203
ISZERO
204
PUSH2 008e
207

JUMPI
208
PUSH1
00
210
DUP1
211
REVERT
212
JUMPDEST
213
POP
214
PUSH2
0070
217
PUSH20 ffffffffffffffffffffffffff
238
PUSH1
04
240
CALLDATALOAD
241
AND
242
PUSH2 00fb
245
JUMP
246
JUMPDEST
247
CALLVALUE
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DUP1
249
ISZERO
250
PUSH2 00bc
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JUMPI
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PUSH1
00
256
DUP1
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REVERT
258
JUMPDEST
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POP
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PUSH2 00e1
263
PUSH20 ffffffffffffffffffffffffff
284
PUSH1
04
286
CALLDATALOAD

287
AND
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PUSH1
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CALLDATALOAD
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PUSH2
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JUMP
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JUMPDEST
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PUSH1
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DUP1
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MLOAD
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SWAP2
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ISZERO
302
ISZERO
303
DUP3
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MSTORE
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MLOAD
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SWAP1
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DUP2
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SWAP1
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SUB
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PUSH1
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ADD
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SWAP1
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RETURN
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JUMPDEST
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PUSH1
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SLOAD
319
SWAP1
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JUMP
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JUMPDEST
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PUSH20 ffffffffffffffffffffffffffffff
343
AND
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PUSH1
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SWAP1
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DUP2
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MSTORE
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PUSH1
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PUSH1
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MSTORE
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PUSH1
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SWAP1
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SHA3
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SLOAD
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SWAP1
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JUMP
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JUMPDEST
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PUSH1
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364
PUSH20 ffffffffffffffffffffffffffffff
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DUP4
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AND
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ISZERO
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ISZERO
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PUSH2
0147
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JUMPI
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PUSH1
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DUP1
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REVERT
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JUMPDEST
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CALLER
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PUSH1
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SWAP1
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JUMPDEST
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SHA3
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DUP1
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SLOAD
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DUP6
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SWAP1
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SUB
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SWAP1
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SSTORE
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PUSH20 ffffffffffffffffffffffffffffffffff
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DUP6
474
AND
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DUP4
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MSTORE
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SWAP1
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SWAP2
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SHA3
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DUP1

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SLOAD
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DUP4
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SSTORE
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SWAP3
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SWAP2
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POP
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JUMP
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STOP
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LOG1
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SHA3
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INVALID
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DELEGATECALL
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GASLIMIT
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SWAP7
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TIMESTAMP
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DUP8
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SWAP4
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LOG4
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SWAP1
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JUMPI
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CALLVALUE
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BLOCKHASH
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SWAP2
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CALLCODE
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SWAP13
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DUP9
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CALLVALUE
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DUP1
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ISZERO
008
PUSH2
0010
011
JUMPI
012

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DUP1
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REVERT
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JUMPDEST
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MLOAD
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PUSH1
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DUP4
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CODECOPY
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DUP2
030
ADD
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PUSH1
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SWAP1
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DUP2
035
MSTORE
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SWAP1
037
MLOAD
038
PUSH1
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DUP2
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DUP2
042
SSTORE
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CALLER
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DUP2
045
MSTORE
046

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PUSH1
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MSTORE
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SWAP2
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SWAP1
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SWAP2
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SHA3
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SSTORE
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PUSH2 01d1
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DUP1
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PUSH2
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PUSH1
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065
CODECOPY
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PUSH1
00
068
RETURN
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PUSH1
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072
PUSH1
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074
MSTORE
075
PUSH1
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CALLDATASIZE
078
LT
079
PUSH2
0056
082
JUMPI
083
PUSH4 fffffff
088
PUSH29

0100

118
PUSH1
00
120
CALLDATALOAD
121
DIV
122
AND
123
PUSH4 18160ddd
128
DUP2
129
EQ
130
PUSH2 005b
133
JUMPI
134
DUP1
135
PUSH4 70a08231
140
EQ
141
PUSH2
0082
144
JUMPI
145
DUP1
146
PUSH4 a9059cbb
151
EQ
152
PUSH2 00b0
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JUMPI
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JUMPDEST
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PUSH1
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DUP1
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REVERT
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JUMPDEST
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CALLVALUE
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DUP1
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ISZERO
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PUSH2

0067
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PUSH1
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DUP1
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REVERT
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POP
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PUSH2
0070
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PUSH2 00f5
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JUMP
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JUMPDEST
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PUSH1
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DUP1
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MLOAD
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SWAP2
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DUP3
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MSTORE
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MLOAD
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SWAP1
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DUP2
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SWAP1
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SUB
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PUSH1
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ADD
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SWAP1
199
RETURN
200
JUMPDEST
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CALLVALUE
202

DUP1
203
ISZERO
204
PUSH2 008e
207
JUMPI
208
PUSH1
00
210
DUP1
211
REVERT
212
JUMPDEST
213
POP
214
PUSH2
0070
217
PUSH20 ffffffffffffffffffffffffff
238
PUSH1
04
240
CALLDATALOAD
241
AND
242
PUSH2 00fb
245
JUMP
246
JUMPDEST
247
CALLVALUE
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DUP1
249
ISZERO
250
PUSH2 00bc
253
JUMPI
254
PUSH1
00
256
DUP1
257
REVERT
258
JUMPDEST
259
POP
260
PUSH2 00e1
263

PUSH20 ffffffffffffffffffffffffff

284

PUSH1

04

286

CALLDATALOAD

287

AND

288

PUSH1

24

290

CALLDATALOAD

291

PUSH2

0123

294

JUMP

295

JUMPDEST

296

PUSH1

40

298

DUP1

299

MLOAD

300

SWAP2

301

ISZERO

302

ISZERO

303

DUP3

304

MSTORE

305

MLOAD

306

SWAP1

307

DUP2

308

SWAP1

309

SUB

310

PUSH1

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312

ADD

313

SWAP1

314

RETURN

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JUMPDEST

316

PUSH1

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SLOAD
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SWAP1
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JUMP
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JUMPDEST
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PUSH20 ffffffffffffffffffffffffff
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AND
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PUSH1
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SWAP1
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DUP2
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MSTORE
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PUSH1
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PUSH1
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MSTORE
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SWAP1
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SHA3
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SLOAD
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SWAP1
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JUMP
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JUMPDEST
362
PUSH1
00
364
PUSH20 ffffffffffffffffffffffffff
385
DUP4
386
AND
387
ISZERO
388
ISZERO
389
PUSH2

0147
392
JUMPI
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PUSH1
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395
DUP1
396
REVERT
397
JUMPDEST
398
CALLER
399
PUSH1
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401
SWAP1
402
DUP2
403
MSTORE
404
PUSH1
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406
PUSH1
20
408
MSTORE
409
PUSH1
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[view raw](#)

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BasicToken.asm

](<https://gist.github.com/ajsantander/60bd8d6f88725663f89a67a7c51672c7#file-basictoken-asm>)

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BasicToken.asm

](<https://gist.github.com/ajsantander/60bd8d6f88725663f89a67a7c51672c7#file-basictoken-asm>)

[GitHub](#)To make sure that you're following the same set of opcodes described in this series, please compare what you see in Remix with [thbytecode in this gist](#).

[bytecode in this gist](#)This is the disassembled bytecode of the contract. Disassembly sounds rather intimidating, but it's quite simple, really. If you scan the raw bytecode by bytes (two characters at a time), the EVM identifies specific opcodes that it associates to particular actions. For example:

0x60 => PUSH 0x01 => ADD 0x02 => MUL 0x00 => STOP ...

The disassembled code is still very low-level and difficult to read, but as you will see, we can start making sense out of it.

Opcodes

Before we get started on our ambitious endeavour of completely deconstructing the bytecode, you're going to need a basic tool set for understanding individual opcodes such as PUSH

, ADD

, SWAP

, DUP

, etc. An opcode, in the end, can only push or consume items from the EVM's stack, memory, or storage belonging to the contract. That's it.

PUSH

ADD

SWAP

DUP

To see all the available opcodes that the EVM can process, check out [this handy gist from Pyethereum showing a list of the opcodes](#). To understand what each one does and how it works, [Solidity's assembly documentation](#) is a great reference. Even though it's not a one-on-one relationship with the raw opcodes, it's pretty close (it's actually Yul, an intermediate language between Solidity and EVM bytecode). Finally, if you can speak scientist, there's always the [Ethereum Yellow Paper](#) to fall back on.

[this handy gist from Pyethereum showing a list of the opcodes](#)[Solidity's assembly documentation](#)[Ethereum Yellow Paper](#)There's no point in reading these resources from start to finish right now; just keep them around for reference. We'll be using them as we go along.

Instructions

Each line in the disassembled code above is an instruction for the EVM to execute. Each instruction contains an opcode. For example, let's take one of those instructions, instruction 88, which pushes the number 4 to the stack. This particular disassembler interprets instructions as follows:

88 PUSH1 0x04 | | |
| | Hex value for push. | Opcode. Instruction number.

Even though the disassembled code brings us one step closer to understanding what's going on, it's still quite intimidating. We're going to need a strategy for deconstructing the whole thing, which has 596 instructions!

The Strategy

Problems that appear to be overwhelming at first usually succumb to the all-powerful, all-mighty "divide-and-conquer" strategy, and this problem is no exception to the rule. We'll identify split points in the disassembled code and reduce it bit by bit, until we end up with small, digestible chunks, which we'll walk through step by step in Remix's debugger. In the following diagram, we can see the first split we can make on the disassembled code, which we'll analyze completely in the next article.

You can find the end result of the entire deconstruction in the [deconstruction diagram](#). Don't worry if you don't understand the diagram at first. You're not supposed to. This series will go through it step by step. Keep it around so you can keep track of the big picture as we go along.

[deconstruction diagram](#)The series is divided into the following set of articles. If you're up for the challenge, get started with the actual deconstruction in [Part II](#). See you there!

[Part II](#)1. Deconstructing a Solidity Contract—Part I: Introduction ✓

1. [Deconstructing a Solidity Contract—Part II: Creation vs. Runtime](#)
2. [Deconstructing a Solidity Contract—Part III: The Function Selector](#)
3. [Deconstructing a Solidity Contract—Part IV: Function Wrappers](#)
4. [Deconstructing a Solidity Contract—Part V: Function Bodies](#)
5. [Deconstructing a Solidity Contract—Part VI: The Metadata Hash](#)

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