

## High-level contract language

```
contract Token {  
  mapping(address=>uint)  
  balance;  
  ...  
}
```

(A)

compiler

## Intermediate representation

```
...  
function transfer  
...
```

(A)

compiler

## Low-level contract language

```
...  
PUSH2 0x10 JUMPI  
PUSH1 0x0 DUP1 REVERT  
...
```

compiler

(B)