

Block 0 (PC 0-11)

```
0: DeclareGlobalVar  "main"
1: CreateEnvironment r1
2: CreateClosure     r2, r1, Function<main>1
3: GetGlobalObject   r0
4: PutById            r0, r2, 1, "main"
5: NewArrayWithBuffer r0, 360, 360, 0
6: StoreToEnvironment r1, 0, r0
7: NewObjectWithBuffer r0, 12, 12, 0, 0
8: StoreToEnvironment r1, 1, r0
9: LoadConstUndefined r0
10: Ret               r0
```



EXIT

Function 0