```
Block 0 (PC 0–11)
  0: CreateEnvironment r0
  1: LoadParam         r1, 1
  2: StoreToEnvironment r0, 0, r1
  3: CreateGeneratorClosure r1, r0, Function<gen>13
  4: LoadConstUndefined r0
  5: Call1             r4, r1, r0
  6: NewArray          r0, 0
  7: LoadConstZero     r3
  8: Mov               r5, r0
  9: CallBuiltin       r1, 46, 4
  10: Ret               r0
```

EXIT

Function 12