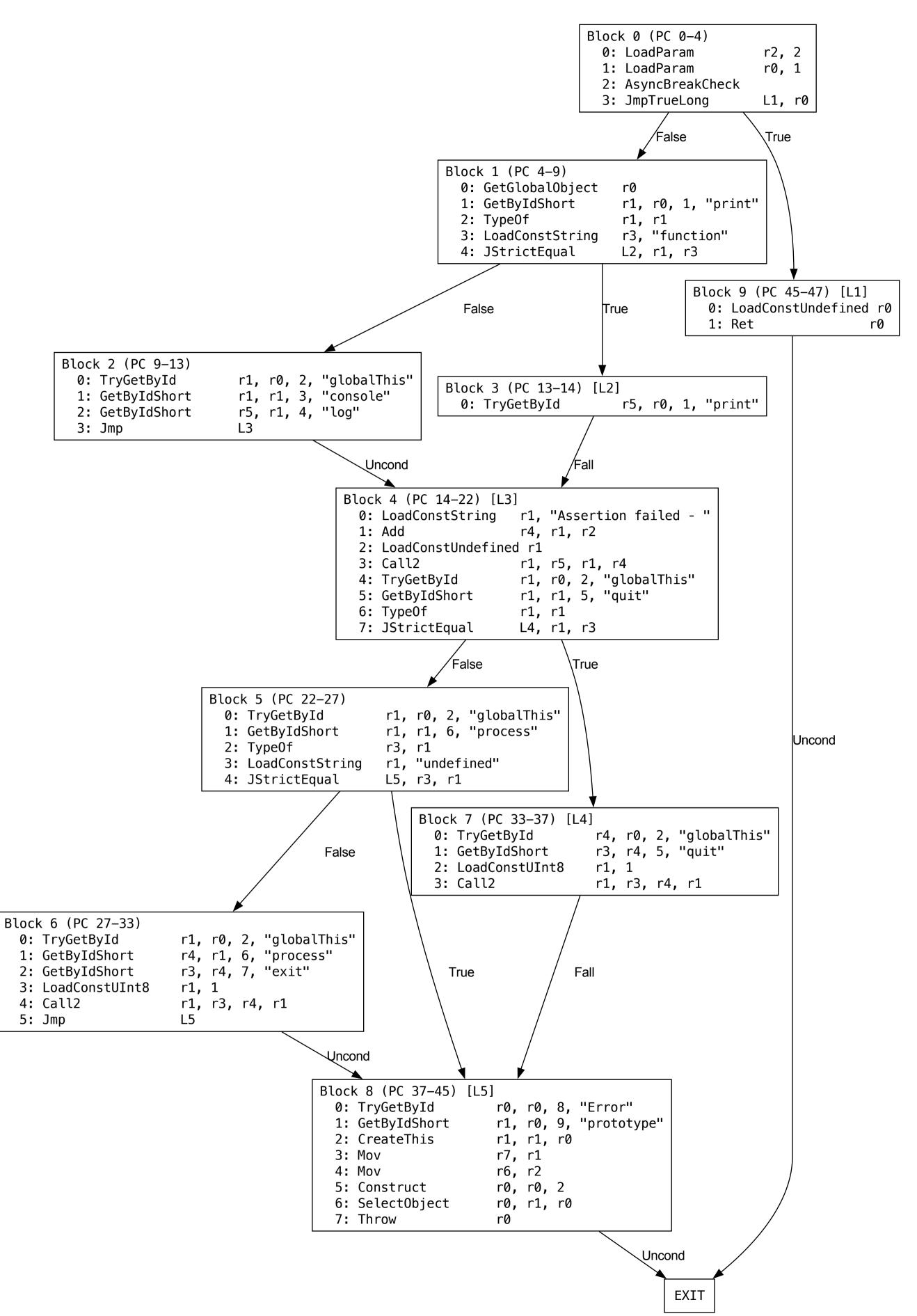


```
Block 0 (PC 0-9)
                0: CreateEnvironment r0
                1: LoadParam
                                      r5, 2
                2: CreateClosure
                                      r4, r0, Function<assert>2
                3: GetGlobalObject
                                      r2
                4: GetByIdShort
                                      r1, r2, 1, "print"
                5: TypeOf
                                      r3, r1
                                      r1, "function"
                6: LoadConstString
                7: AsyncBreakCheck
                                      L1, r3, r1
                8: JStrictEqual
                               False
Block 1 (PC 9-14)
                        r3, r2, 2, "globalThis"
  0: TryGetById
                        r1, r2, 2, "globalThis"
  1: TryGetById
                                                     True
                        r1, r1, 3, "console"
  2: GetByIdShort
                                    "log"
                        r1, r1, 4,
  3: GetByIdShort
                        r3, r1, 1, "print"
  4: PutById
                           -all
       Block 2 (PC 14-63) [L1]
         0: TryGetById
                               r6, r2, 1, "print"
         1: LoadConstUndefined r1
                               r3, "Starting Hermes CJS smoke test ..."
         2: LoadConstString
         3: Call2
                               r3, r6, r1, r3
                               r3, "math"
         4: LoadConstString
         5: Call2
                               r8, r5, r1, r3
                               r9, r8, 5, "add"
         6: GetByIdShort
         7: LoadConstUInt8
                               r7, 2
         8: LoadConstUInt8
                               r6, 3
         9: Call3
                               r10, r9, r8, r7, r6
         10: LoadConstUInt8
                                r9, 5
         11: StrictEq
                                r10, r10, r9
                                r9, "add() should add"
         12: LoadConstString
                                r9, r4, r1, r10, r9
         13: Call3
                                r11, r8, 6, "mul"
         14: GetByIdShort
         15: LoadConstUInt8
                                r10, 6
         16: LoadConstUInt8
                                r9, 7
         17: Call3
                                r10, r11, r8, r10, r9
         18: LoadConstUInt8
                                r9, 42
         19: StrictEq
                                r10, r10, r9
                                r9, "mul() should multiply"
         20: LoadConstString
         21: Call3
                                r9, r4, r1, r10, r9
         22: Call2
                                r3, r5, r1, r3
         23: StrictEq
                                r8, r3, r8
                                r3, "require cache"
         24: LoadConstString
         25: Call3
                                r3, r4, r1, r8, r3
                                r3, "path"
         26: LoadConstString
         27: Call2
                                r8, r5, r1, r3
                                r3, r2, 2, "globalThis"
         28: TryGetById
                                r3, r3, 7, "__dirname"
         29: GetByIdShort
                                r5, r8, 8, "dirname"
         30: GetByIdShort
                                r2, r2, 2, "globalThis" r2, r2, 9, "__filename"
         31: TryGetById
         32: GetByIdShort
         33: Call2
                                r2, r5, r8, r2
         34: StrictEq
                                r3, r3, r2
                                r2, "__dirname works"
         35: LoadConstString
         36: Call3
                                r2, r4, r1, r3, r2
         37: CreateClosure
                                r5, r0, Function<spreadSum>3
         38: LoadConstUInt8
                                r15, 1
         39: LoadConstUInt8
                                r12, 4
         40: LoadConstUndefined r16
         41: Mov
                                r14, r7
         42: Mov
                                r13, r6
         43: Call
                                r3, r5, 5
         44: LoadConstUInt8
                                r2, 10
         45: StrictEq
                                r3, r3, r2
         46: LoadConstString
                                r2, "arrow + rest/spread"
         47: Call3
                                r2, r4, r1, r3, r2
         48: Ret
                                r1
                                       Uncond
```



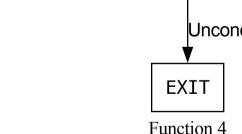
Function 2

```
Block 0 (PC 0-9)
 0: LoadConstZero
                     r4
 1: LoadConstZero
                     r6
 2: CallBuiltin r3, 45, 2
 3: GetByIdShort r2, r3, 1, "reduce"
 4: CreateEnvironment r0
 5: CreateClosure r1, r0, Function<>4
 6: Call3
                      r1, r2, r3, r1, r4
 7: AsyncBreakCheck
 8: Ret
                      r1
```

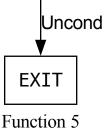
EXIT Function 3

**Uncond** 

```
Block 0 (PC 0-5)
0: LoadParam r1, 1
1: LoadParam r0, 2
2: Add r0, r1, r0
3: AsyncBreakCheck
4: Ret r0
```



```
Block 0 (PC 0-11)
 0: CreateEnvironment r0
 1: CreateClosure r2, r0, Function<add>7
 2: LoadParam
                    r1, 1
 3: PutById
                   r1, r2, 1, "add"
 4: LoadParam
                    r1, 3
 5: GetByIdShort r2, r1, 1, "exports"
 6: CreateClosure r1, r0, Function<mul>6
            r2, r1, 2, "mul"
 7: PutById
 8: LoadConstUndefined r1
 9: AsyncBreakCheck
 10: Ret
                      r1
```



```
Block 0 (PC 0-5)
  0: LoadParam
                         r1, 1
  1: LoadParam
                         r0, 2
                         r0, r1,
  2: Mul
  3: AsyncBreakCheck
  4: Ret
                         r0
                  Uncond
```



```
Block 0 (PC 0-5)

0: LoadParam r1, 1

1: LoadParam r0, 2

2: Add r0, r1, r0

3: AsyncBreakCheck

4: Ret r0
```

