```
Block 0 (PC 0-5)
                             0: GetEnvironment
                                                   r0, 0
                             1: LoadFromEnvironment r5, r0, 1
                                                   r1, " modified"
                             2: LoadConstString
                             3: GetPNameList
                                                   r6, r5, r4, r3
                             4: JmpUndefined
                                                   L1, r6
                                       false
           Block 1 (PC 5-7) [L2]
             0: GetNextPName
                                   r2, r6, r5, r4, r3
                                                          true
             1: JmpUndefined
                                   L1, r2
                                          true
                        false 2
                            uncond
                                       Block 3 (PC 13-24) [L1]
                                         0: GetGlobalObject r1
                                         1: TryGetById
                                                              r4, r1, 1, "console"
Block 2 (PC 7-13)
                                                               r3, r4, 2, "log"
                                         2: GetByIdShort
                       r9, r2
  0: Mov
                                         3: LoadFromEnvironment r2, r0, 0
  1: LoadFromEnvironment r8, r0, 1
                                         4: Call2
                                                               r2, r3, r4, r2
  2: GetByVal
                       r7, r8, r9
                                                               r2, r1, 1, "console"
                                         5: TryGetById
  3: Add
                       r7, r7, r1
                                                               r1, r2, 2, "log"
                                         6: GetByIdShort
  4: PutByVal
                       r8, r9, r7
                                         7: LoadFromEnvironment r0, r0, 1
  5: Jmp
                       L2
                                         8: Call2
                                                               r0, r1, r2, r0
                                         9: LoadConstUndefined r0
                                         10: Ret
                                                                r0
                                                             luncond
                                                           EXIT
```

Function 1