

Function 0

```
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
```

Unconditional

EXIT

Function 1

```
Block 0 (PC 0-5)
0: GetEnvironment r0, 0
1: LoadFromEnvironment r5, r0, 1
2: LoadConstString r1, "_modified"
3: GetPNameList r6, r5, r4, r3
4: JumpUndefined L1, r6
[CONDITIONAL: IF-ELSE]
```

False Branch

True Branch

```
Block 1 (PC 5-7) [L2]
0: GetNextPName r2, r6, r5, r4, r3
1: JumpUndefined L1, r2
[LOOP HEADER: While Loop]
```

Back Edge

False Branch

True Branch

```
Block 2 (PC 7-13)
0: Mov r9, r2
1: LoadFromEnvironment r8, r0, 1
2: GetByVal r7, r8, r9
3: Add r7, r7, r1
4: PutByVal r8, r9, r7
5: Jump L2
[LOOP BODY: While Loop]
```

```
Block 3 (PC 13-24) [L1]
0: GetGlobalObject r1
1: TryGetById r4, r1, 1, "console"
2: GetByIdShort r3, r4, 2, "log"
3: LoadFromEnvironment r2, r0, 0
4: Call2 r2, r3, r4, r2
5: TryGetById r2, r1, 1, "console"
6: GetByIdShort r1, r2, 2, "log"
7: LoadFromEnvironment r0, r0, 1
8: Call2 r0, r1, r2, r0
9: LoadConstUndefined r0
10: Ret r0
[CONDITIONAL: IF-ELSE]
```

Unconditional

EXIT