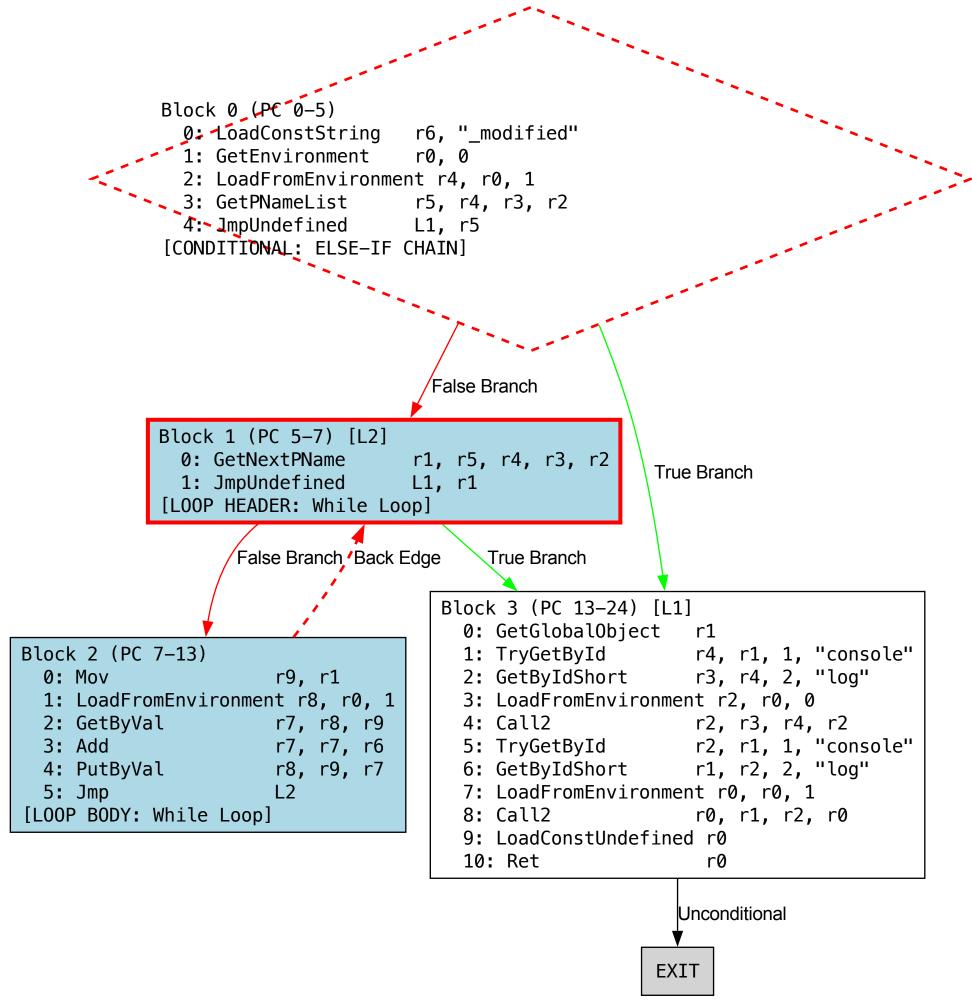```
Block 0 (PC 0–11)
  0: DeclareGlobalVar "main"
  1: CreateEnvironment r1
  2: CreateClosure   r2, r1, Function<main>1
  3: GetGlobalObject   r0
  4: PutById   r0, r2, 1, "main"
  5: NewArrayWithBuffer r0, 360, 360, 0
  6: StoreToEnvironment r1, 0, r0
  7: NewObjectWithBuffer r0, 12, 12, 0, 0
  8: StoreToEnvironment r1, 1, r0
  9: LoadConstUndefined r0
  10: Ret   r0
```

Unconditional

EXIT

Function 0

```
Block 0 (PC 0-5)
   0: LoadConstString    r6, "_modified"
   1: GetEnvironment     r0, 0
   2: LoadFromEnvironment r4, r0, 1
   3: GetPNameList       r5, r4, r3, r2
   4: JmpUndefined       L1, r5
[CONDITIONAL: ELSE-IF CHAIN]
```

False Branch

```
Block 1 (PC 5-7) [L2]
   0: GetNextPName       r1, r5, r4, r3, r2
   1: JmpUndefined       L1, r1
[LOOP HEADER: While Loop]
```

True Branch

False Branch   Back Edge   True Branch

```
Block 2 (PC 7-13)
   0: Mov                r9, r1
   1: LoadFromEnvironment r8, r0, 1
   2: GetByVal           r7, r8, r9
   3: Add                r7, r7, r6
   4: PutByVal           r8, r9, r7
   5: Jmp                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
```

Unconditional

EXIT

Function 1