

Block 0 (PC 0–32)

```
0: DeclareGlobalVar "ifElseTest"
1: DeclareGlobalVar "forLoopTest"
2: DeclareGlobalVar "switchTest"
3: DeclareGlobalVar "whileTest"
4: DeclareGlobalVar "tryCatchTest"
5: DeclareGlobalVar "asyncAwaitTest"
6: DeclareGlobalVar "promiseChainTest"
7: DeclareGlobalVar "generatorTest"
8: DeclareGlobalVar "callbackTest"
9: CreateEnvironment r1
10: CreateClosure    r0, r1, Function<ifElseTest>1
11: GetGlobalObject  r2
12: PutById          r2, r0, 1, "ifElseTest"
13: CreateClosure    r0, r1, Function<forLoopTest>2
14: PutById          r2, r0, 2, "forLoopTest"
15: CreateClosure    r0, r1, Function<switchTest>3
16: PutById          r2, r0, 3, "switchTest"
17: CreateClosure    r0, r1, Function<whileTest>4
18: PutById          r2, r0, 4, "whileTest"
19: CreateClosure    r0, r1, Function<tryCatchTest>5
20: PutById          r2, r0, 5, "tryCatchTest"
21: CreateAsyncClosure r0, r1, Function<asyncAwaitTest>6
22: PutById          r2, r0, 6, "asyncAwaitTest"
23: CreateClosure    r0, r1, Function<promiseChainTest>9
24: PutById          r2, r0, 7, "promiseChainTest"
25: CreateClosure    r0, r1, Function<generatorTest>12
26: PutById          r2, r0, 8, "generatorTest"
27: CreateClosure    r0, r1, Function<callbackTest>15
28: PutById          r2, r0, 9, "callbackTest"
29: CreateClosure    r0, r1, Function<sleep>17
30: StoreToEnvironment r1, 0, r0
31: LoadConstUndefined r0
```

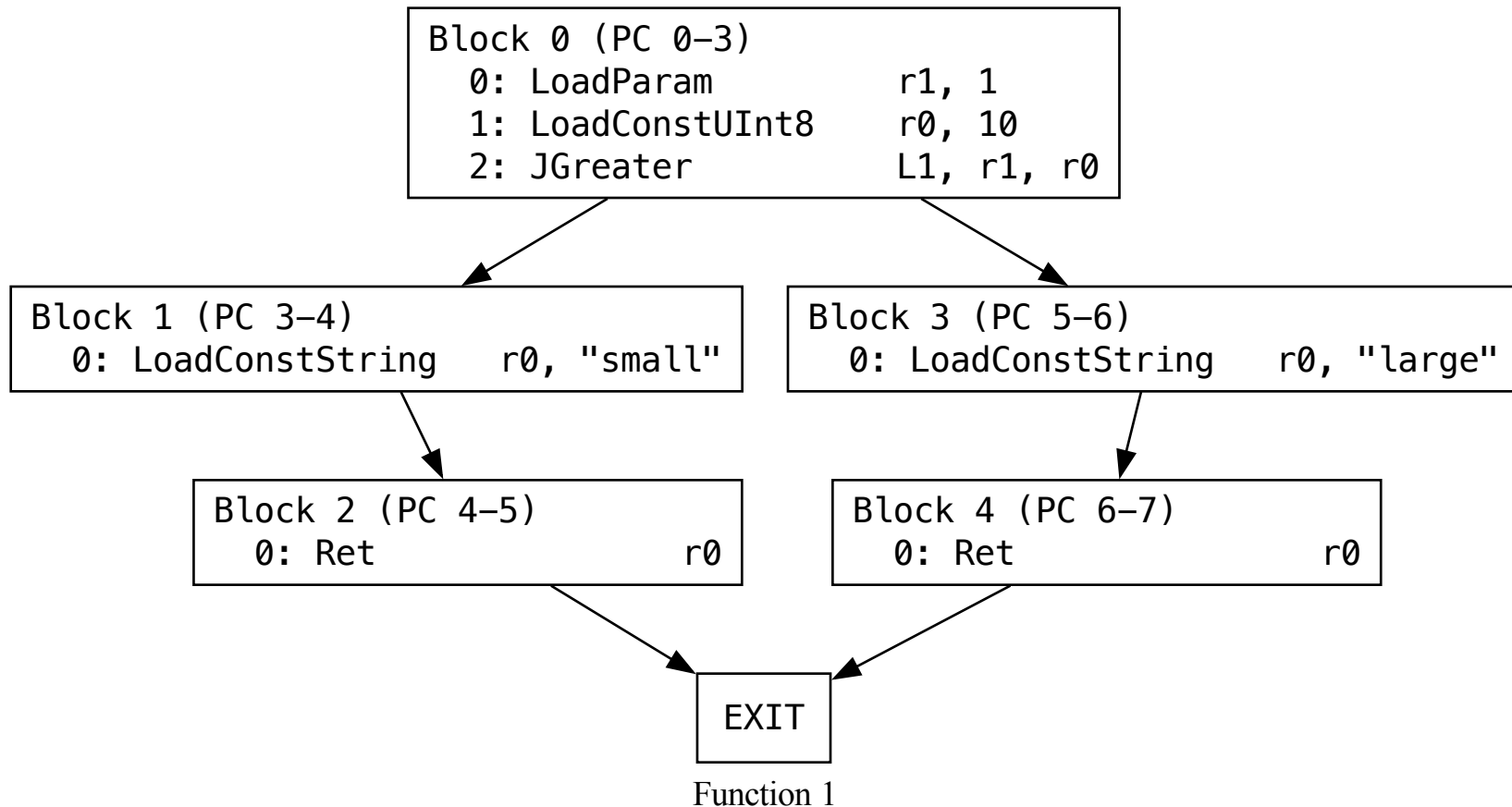
Block 1 (PC 32–33)

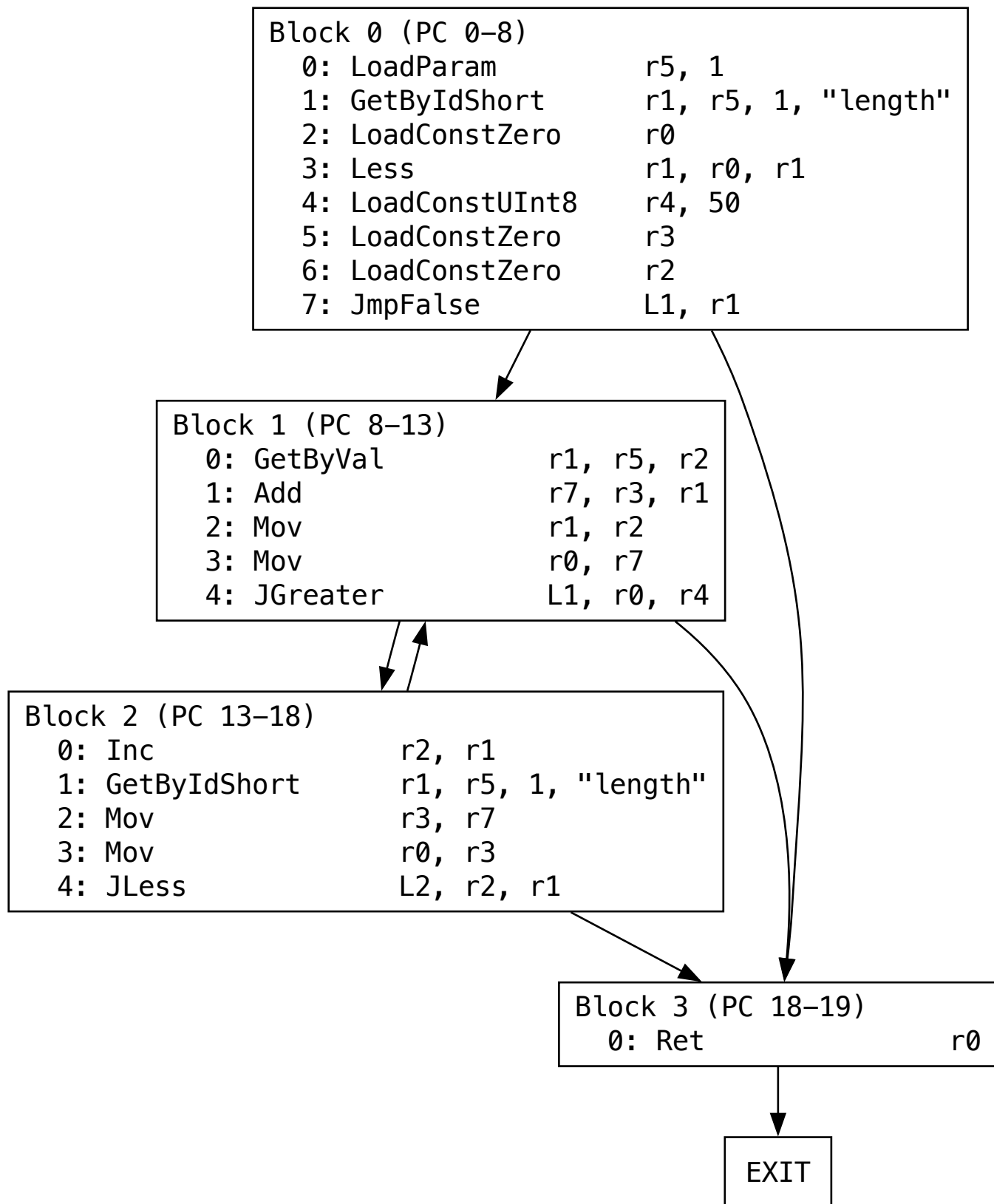
0: Ret

r0

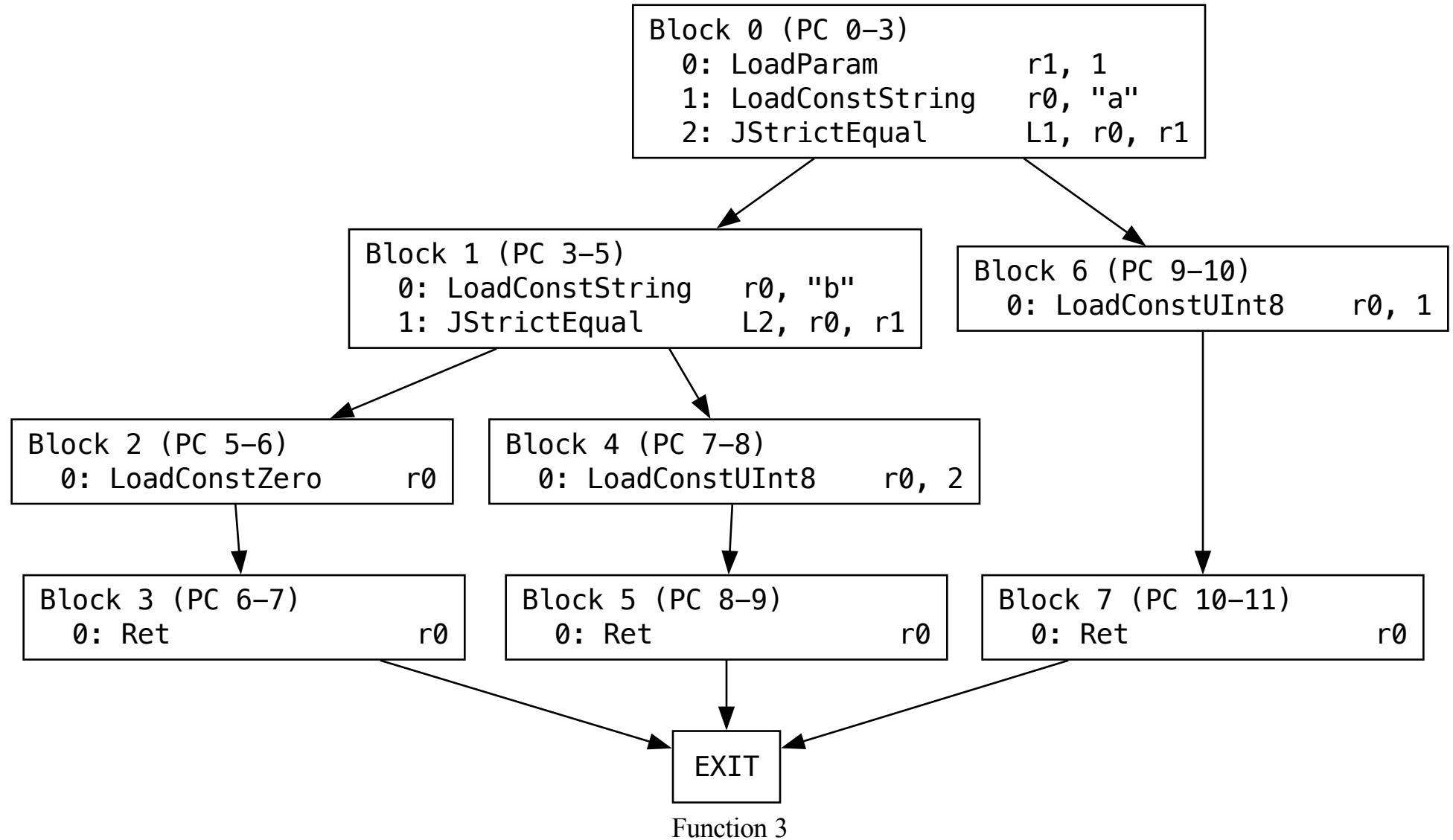
EXIT

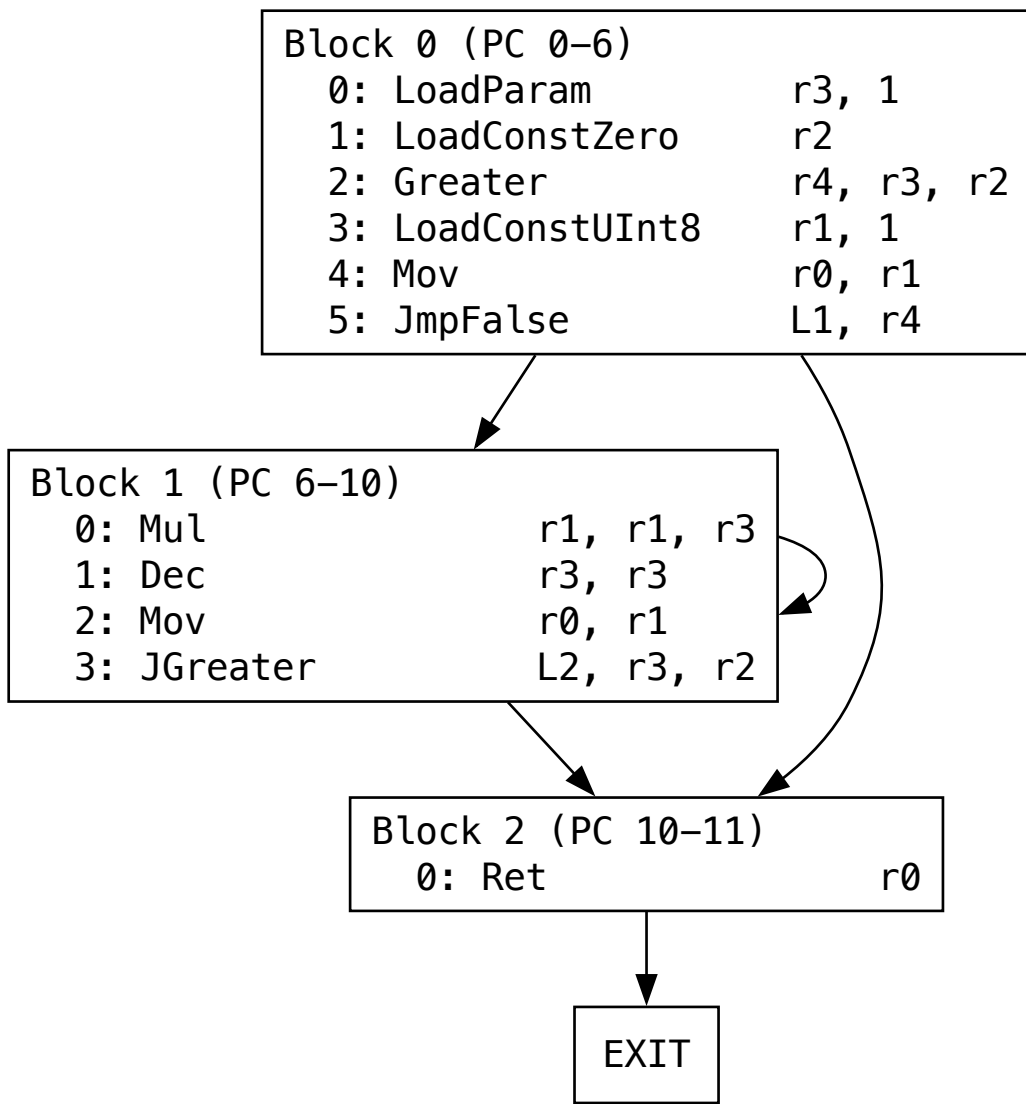
Function 0



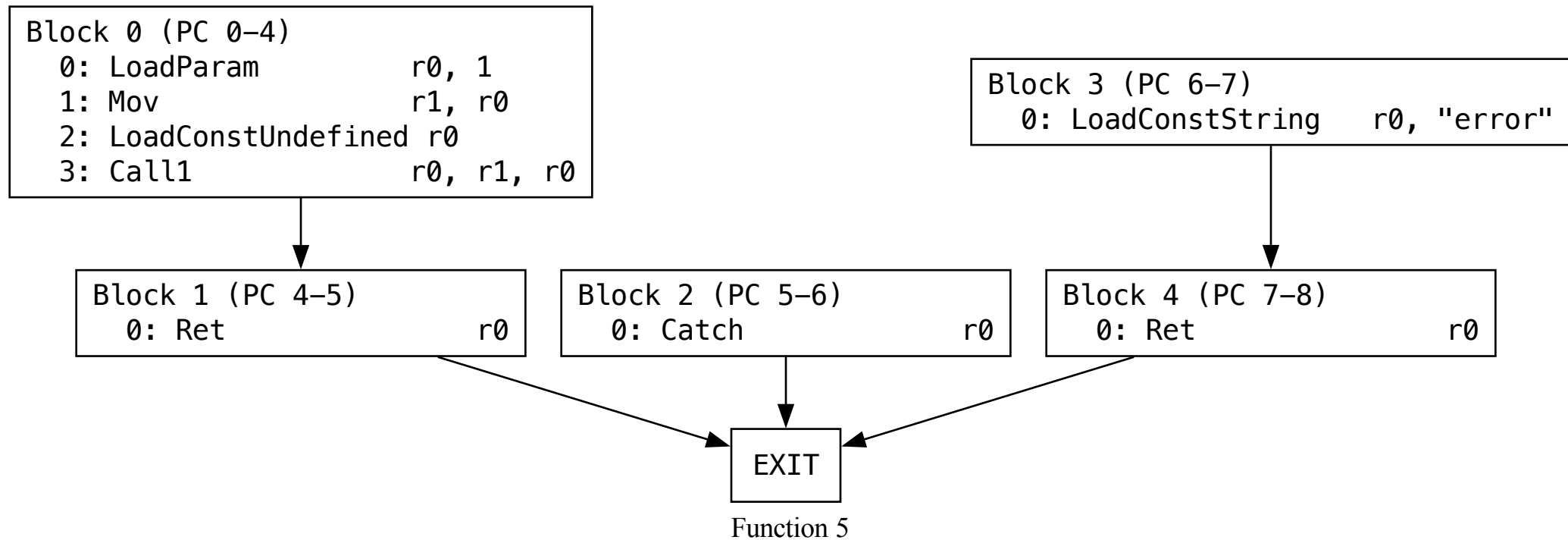


Function 2





Function 4



Block 0 (PC 0-9)

```
0: LoadConstUndefined r4
1: LoadConstUndefined r0
2: ReifyArguments      r0
3: Mov                 r3, r0
4: GetBuiltinClosure  r2, 52
5: CreateEnvironment  r0
6: CreateGeneratorClosure r1, r0, Function<?anon_0_asyncAwaitTest>7
7: LoadThisNS         r0
8: Call4               r0, r2, r4, r1, r0, r3
```



Block 1 (PC 9-10)

0: Ret

r0



EXIT

Function 6

Block 0 (PC 0-2)

0: CreateEnvironment r0

1: CreateGenerator r0, r0, Function<?anon_0_?anon_0_asyncAwaitTest>8



Block 1 (PC 2-3)

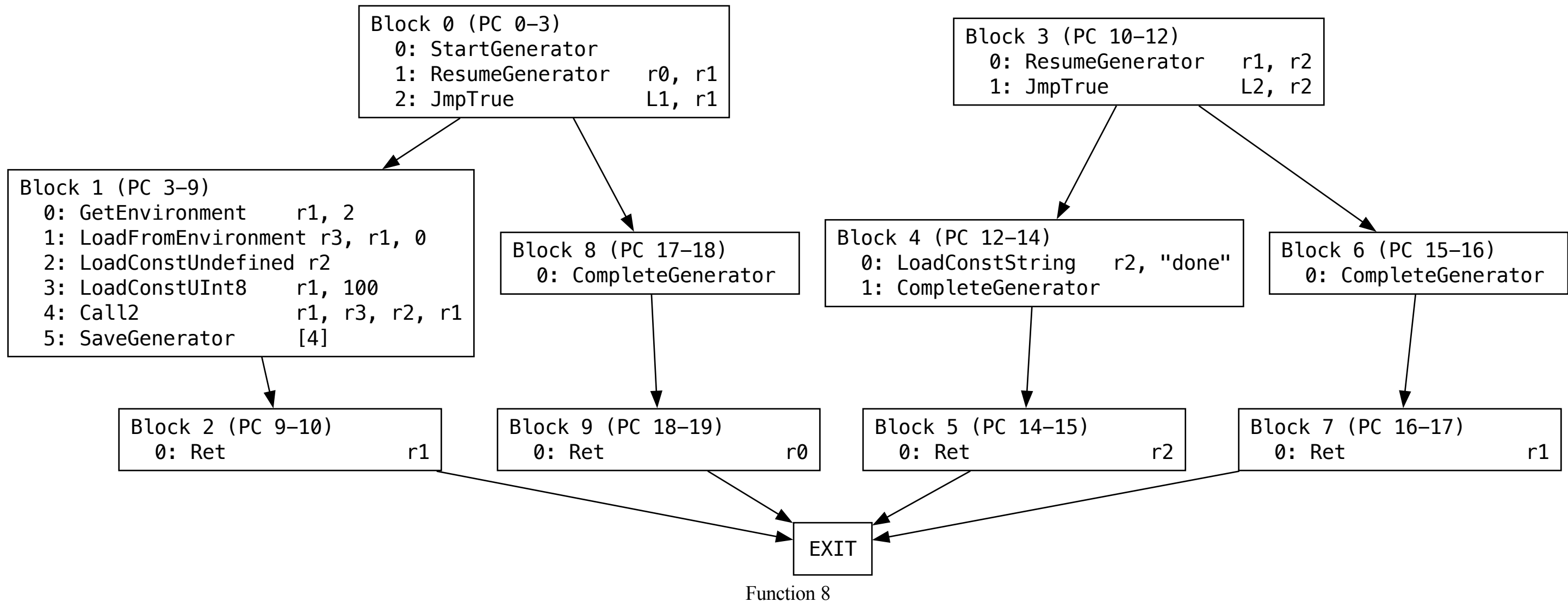
0: Ret

r0



EXIT

Function 7



Block 0 (PC 0-12)

0:	CreateEnvironment	r0
1:	GetGlobalObject	r1
2:	TryGetById	r3, r1, 1, "Promise"
3:	GetByIdShort	r2, r3, 2, "resolve"
4:	LoadConstUInt8	r1, 5
5:	Call2	r3, r2, r3, r1
6:	GetByIdShort	r2, r3, 3, "then"
7:	CreateClosure	r1, r0, Function<>10
8:	Call2	r2, r2, r3, r1
9:	GetByIdShort	r1, r2, 4, "catch"
10:	CreateClosure	r0, r0, Function<>11
11:	Call2	r0, r1, r2, r0



Block 1 (PC 12-13)

0: Ret

r0



EXIT

Function 9

Block 0 (PC 0-3)

0: LoadParam	r1, 1
1: LoadConstUInt8	r0, 2
2: Mul	r0, r1, r0



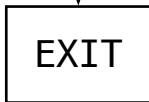
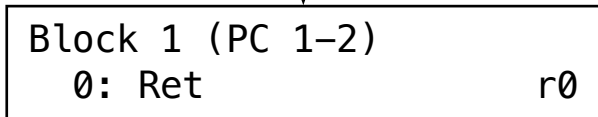
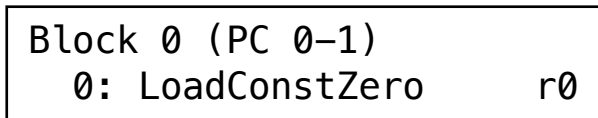
Block 1 (PC 3-4)

0: Ret	r0
--------	----



EXIT

Function 10



Function 11

Block 0 (PC 0-10)

```
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
```

Block 1 (PC 10-11)

0: Ret

r0

EXIT

Function 12

Block 0 (PC 0-2)

0: CreateEnvironment r0

1: CreateGenerator r0, r0, Function<?anon_0_gen>14



Block 1 (PC 2-3)

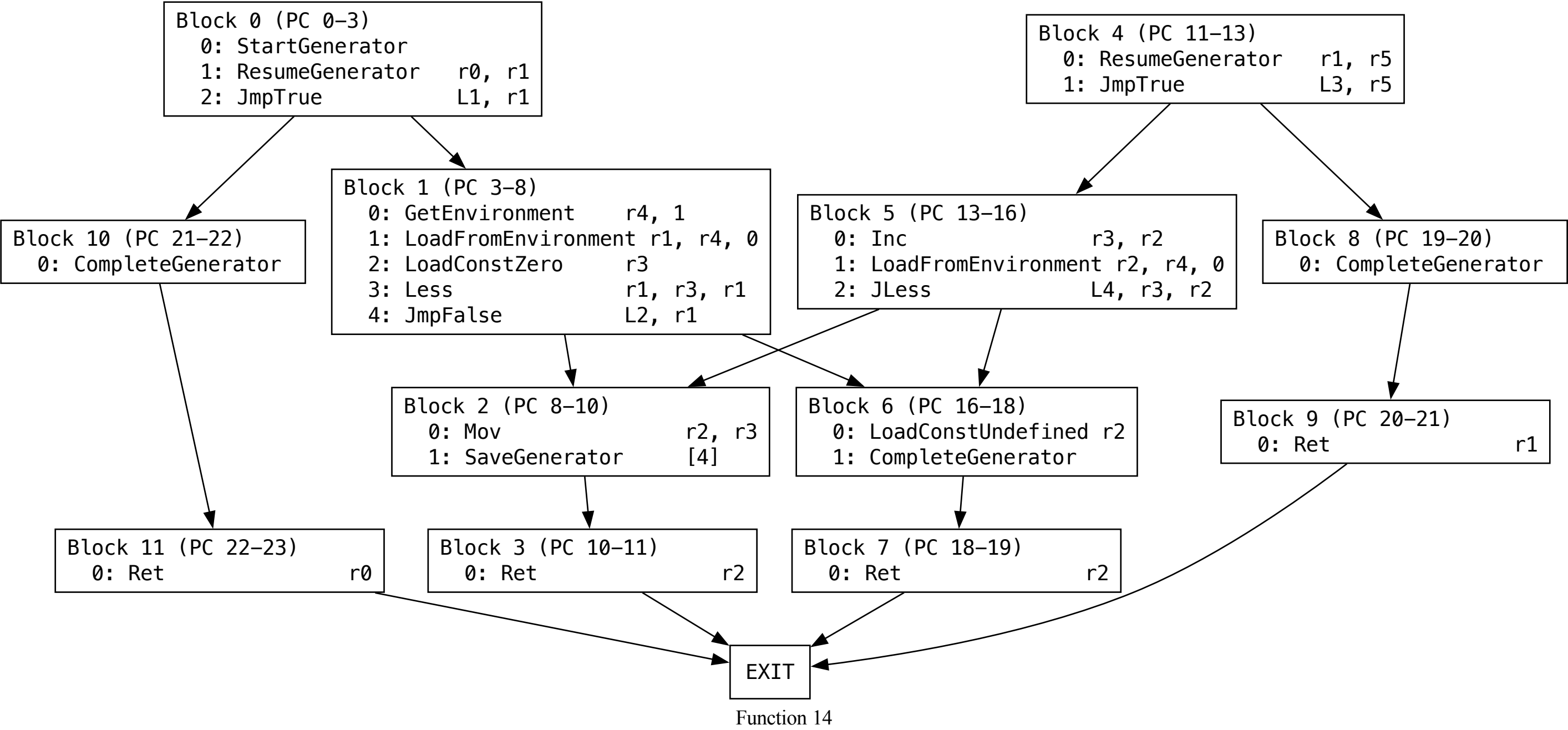
0: Ret

r0



EXIT

Function 13



Block 0 (PC 0-9)

```
0: CreateEnvironment r1
1: LoadParam        r0, 1
2: StoreToEnvironment r1, 0, r0
3: GetGlobalObject   r0
4: TryGetById        r3, r0, 1, "setTimeout"
5: LoadConstUndefined r0
6: CreateClosure      r2, r1, Function<>16
7: LoadConstUInt8    r1, 50
8: Call3              r1, r3, r0, r2, r1
```



Block 1 (PC 9-10)

```
0: Ret r0
```



EXIT

Function 15

Block 0 (PC 0-5)

```
0: GetEnvironment      r0, 0
1: LoadFromEnvironment r2, r0, 0
2: LoadConstUndefined r1
3: LoadConstString    r0, "callback"
4: Call2               r0, r2, r1, r0
```



Block 1 (PC 5-6)

```
0: Ret                r0
```



EXIT

Function 16

Block 0 (PC 0-11)

```
0: CreateEnvironment r0
1: LoadParam        r1, 1
2: StoreToEnvironment r0, 0, r1
3: GetGlobalObject   r1
4: TryGetById        r2, r1, 1, "Promise"
5: GetByIdShort      r1, r2, 2, "prototype"
6: CreateThis        r1, r1, r2
7: CreateClosure     r3, r0, Function<>18
8: Mov               r4, r1
9: Construct         r0, r2, 2
10: SelectObject     r0, r1, r0
```



Block 1 (PC 11-12)

0: Ret

r0



EXIT

Function 17

Block 0 (PC 0-7)

```
0: GetGlobalObject    r0
1: TryGetById         r3, r0, 1, "setTimeout"
2: GetEnvironment     r0, 0
3: LoadFromEnvironment r2, r0, 0
4: LoadConstUndefined r1
5: LoadParam          r0, 1
6: Call3              r0, r3, r1, r0, r2
```



Block 1 (PC 7-8)

```
0: Ret                r0
```



EXIT

Function 18