Function 0

Block 0 (PC 0–10)
```
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
```

Block 1 (PC 10–11)
```
0: Ret               r0
```

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: JmpUndefined      L1, r6
```

Block 1 (PC 5–7)
```
0: GetNextPName      r2, r6, r5, r4, r3
1: JmpUndefined      L1, r2
```

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: Jmp               L2
```

Block 3 (PC 13–23)
```
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
```

Block 4 (PC 23–24)
```
0: Ret               r0
```

EXIT