```
Block 0 (PC 0-30)
0: DeclareGlobalVar
                     "ifElseTest"
                    "forLoopTest"
1: DeclareGlobalVar
                     "switchTest"
2: DeclareGlobalVar
3: DeclareGlobalVar
                     "whileTest"
4: DeclareGlobalVar
                     "tryCatchTest"
                     "asyncAwaitTest"
5: DeclareGlobalVar
                    "promiseChainTest"
6: DeclareGlobalVar
                     "generatorTest"
7: DeclareGlobalVar
                     "callbackTest"
8: DeclareGlobalVar
9: CreateEnvironment r1
10: CreateClosure
                      r0, r1, Function<ifElseTest>1
11: GetGlobalObject
                      r2
                      r2, r0, 1, "ifElseTest"
12: PutById
13: CreateClosure
                      r0, r1, Function<forLoopTest>2
                                                              Block 2 (PC 31-32)
                      r2, r0, 2, "forLoopTest"
14: PutById
                                                                0: LoadConstUndefined r0
15: CreateClosure
                      r0, r1, Function<switchTest>3
                      r2, r0, 3, "switchTest"
16: PutById
17: CreateClosure
                      r0, r1, Function<whileTest>4
                      r2, r0, 4, "whileTest"
18: PutById
                      r0, r1, Function<tryCatchTest>5
19: CreateClosure
                      r2, r0, 5, "tryCatchTest"
20: PutById
21: CreateAsyncClosure r0, r1, Function<asyncAwaitTest>6
22: PutById
                      r2, r0, 6, "asyncAwaitTest"
23: CreateClosure
                      r0, r1, FunctionromiseChainTest>9
24: PutById
                      r2, r0, 7, "promiseChainTest"
25: CreateClosure
                      r0, r1, Function<generatorTest>12
                      r2, r0, 8, "generatorTest"
26: PutById
27: CreateClosure
                      r0, r1, Function<callbackTest>15
28: PutById
                      r2, r0, 9, "callbackTest"
                      r0, r1, Function<sleep>17
29: CreateClosure
                  Block 1 (PC 30-31)
                                                           Block 3 (PC 32-33)
                    0: StoreToEnvironment r1, 0, r0
                                                              0: Ret
                                                                                   r0
                                                  EXIT
                                        Function 0
```