

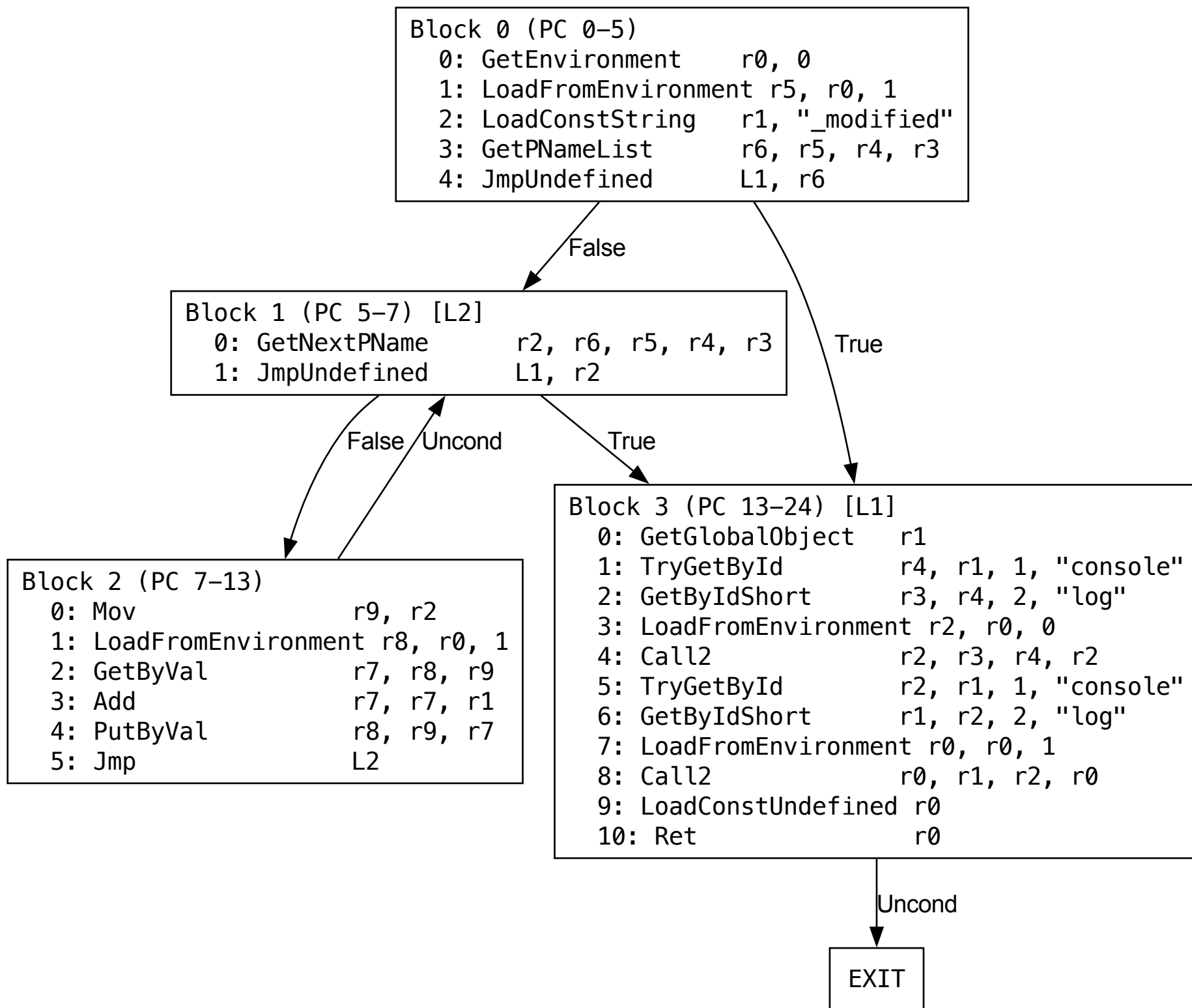
Block 0 (PC 0–11)

```
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
```

Uncond

EXIT

Function 0



Function 1