```
Block 0 (PC 0-9)
                0: CreateEnvironment r0
                1: LoadParam
                                      r5, 2
                2: CreateClosure
                                      r4, r0, Function<assert>2
                3: GetGlobalObject
                                      r2
                4: GetByIdShort
                                      r1, r2, 1, "print"
                5: TypeOf
                                      r3, r1
                                      r1, "function"
                6: LoadConstString
                7: AsyncBreakCheck
                8: JStrictEqual
                                      L1, r3, r1
                               false
Block 1 (PC 9-14)
                        r3, r2, 2, "globalThis"
  0: TryGetById
                        r1, r2, 2, "globalThis"
  1: TryGetById
                                                     true
                        r1, r1, 3, "console"
  2: GetByIdShort
                                    "log"
                        r1, r1, 4,
  3: GetByIdShort
                        r3, r1, 1, "print"
  4: PutById
                           fall
       Block 2 (PC 14-63) [L1]
                               r6, r2, 1, "print"
         0: TryGetById
         1: LoadConstUndefined r1
                               r3, "Starting Hermes CJS smoke test ..."
         2: LoadConstString
         3: Call2
                               r3, r6, r1, r3
                               r3, "math"
         4: LoadConstString
         5: Call2
                               r8, r5, r1, r3
         6: GetByIdShort
                               r9, r8, 5, "add"
         7: LoadConstUInt8
                               r7, 2
         8: LoadConstUInt8
                               r6, 3
         9: Call3
                               r10, r9, r8, r7, r6
         10: LoadConstUInt8
                                r9, 5
                                r10, r10, r9
         11: StrictEq
                                r9, "add() should add"
         12: LoadConstString
         13: Call3
                                 r9, r4, r1, r10, r9
                                r11, r8, 6, "mul"
         14: GetByIdShort
         15: LoadConstUInt8
                                 r10, 6
                                r9, 7
         16: LoadConstUInt8
         17: Call3
                                 r10, r11, r8, r10, r9
         18: LoadConstUInt8
                                 r9, 42
                                 r10, r10, r9
         19: StrictEq
                                r9, "mul() should multiply"
         20: LoadConstString
                                 r9, r4, r1, r10, r9
         21: Call3
         22: Call2
                                 r3, r5, r1, r3
         23: StrictEq
                                 r8, r3, r8
                                r3, "require cache"
         24: LoadConstString
         25: Call3
                                 r3, r4, r1, r8, r3
                                r3, "path"
         26: LoadConstString
                                 r8, r5, r1, r3
         27: Call2
                                r3, r2, 2, "globalThis"
         28: TryGetById
                                r3, r3, 7, "__dirname"
         29: GetByIdShort
                                r5, r8, 8, "dirname"
         30: GetByIdShort
                                r2, r2, 2, "globalThis" r2, r2, 9, "__filename"
         31: TryGetById
         32: GetByIdShort
         33: Call2
                                r2, r5, r8, r2
         34: StrictEq
                                r3, r3, r2
                                r2, "__dirname works"
         35: LoadConstString
         36: Call3
                                 r2, r4, r1, r3, r2
                                 r5, r0, Function<spreadSum>3
         37: CreateClosure
                                r15, 1
         38: LoadConstUInt8
                                r12, 4
         39: LoadConstUInt8
         40: LoadConstUndefined r16
         41: Mov
                                 r14, r7
         42: Mov
                                 r13, r6
         43: Call
                                 r3, r5, 5
         44: LoadConstUInt8
                                 r2, 10
         45: StrictEq
                                 r3, r3, r2
                                r2, "arrow + rest/spread"
         46: LoadConstString
         47: Call3
                                 r2, r4, r1, r3, r2
         48: Ret
                                 r1
                                        uncond
```

Function 1