

Function 0

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
```

Unconditional

EXIT

Function 1

Block 0 (PC 0-5)

```
0: LoadConstString  r6, "_modified"
1: GetEnvironment    r0, 0
2: LoadFromEnvironment r4, r0, 1
3: GetPNameList      r5, r4, r3, r2
4: JumpUndefined     L1, r5
[CONDITIONAL: IF-ELSE]
```

False Branch

True Branch

Block 1 (PC 5-7) [L2]

```
0: GetNextPName      r1, r5, r4, r3, r2
1: JumpUndefined     L1, r1
[LOOP HEADER: While Loop]
```

Back Edge

False Branch

True Branch

Block 2 (PC 7-13)

```
0: Mov              r9, r1
1: LoadFromEnvironment r8, r0, 1
2: GetByVal         r7, r8, r9
3: Add              r7, r7, r6
4: PutByVal         r8, r9, r7
5: Jump            L2
[LOOP BODY: While Loop]
```

Block 3 (PC 13-24) [L1]

```
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
10: Ret             r0
[CONDITIONAL: IF-ELSE]
```

Unconditional

EXIT