

Block 0 (PC 0–28)

0: DeclareGlobalVar	"nestedLoopsWithBreakContinue"
1: DeclareGlobalVar	"complexNestedConditionals"
2: DeclareGlobalVar	"multipleLoopTypes"
3: DeclareGlobalVar	"switchWithFallthrough"
4: DeclareGlobalVar	"complexLoopWithMultipleExits"
5: DeclareGlobalVar	"ternaryAndShortCircuit"
6: DeclareGlobalVar	"exceptionHandlingControlFlow"
7: DeclareGlobalVar	"recursiveWithControlFlow"
8: CreateEnvironment	r0
9: CreateClosure	r2, r0, Function<nestedLoopsWithBreakContinue>1
10: GetGlobalObject	r1
11: PutById	r1, r2, 1, "nestedLoopsWithBreakContinue"
12: CreateClosure	r2, r0, Function<complexNestedConditionals>2
13: PutById	r1, r2, 2, "complexNestedConditionals"
14: CreateClosure	r2, r0, Function<multipleLoopTypes>3
15: PutById	r1, r2, 3, "multipleLoopTypes"
16: CreateClosure	r2, r0, Function<switchWithFallthrough>4
17: PutById	r1, r2, 4, "switchWithFallthrough"
18: CreateClosure	r2, r0, Function<complexLoopWithMultipleExits>5
19: PutById	r1, r2, 5, "complexLoopWithMultipleExits"
20: CreateClosure	r2, r0, Function<ternaryAndShortCircuit>6
21: PutById	r1, r2, 6, "ternaryAndShortCircuit"
22: CreateClosure	r2, r0, Function<exceptionHandlingControlFlow>7
23: PutById	r1, r2, 7, "exceptionHandlingControlFlow"
24: CreateClosure	r0, r0, Function<recursiveWithControlFlow>8
25: PutById	r1, r0, 8, "recursiveWithControlFlow"
26: LoadConstUndefined	r0
27: Ret	r0

Uncond

EXIT

Function 0

Block 0 (PC 0–14)
0: LoadParam r13, 1
1: GetByIdShort r0, r13, 1, "length"
2: LoadConstZero r12
3: Less r0, r12, r0
4: LoadConstUInt8 r9, 3
5: LoadConstUInt8 r8, 50
6: LoadConstUInt8 r7, 1
7: LoadConstUInt8 r6, 100
8: LoadConstZero r4
9: LoadConstZero r3
10: LoadConstUndefined r10
11: LoadConstZero r1
12: LoadConstFalse r2
13: JumpFalseLong L1, r0

Block 1 (PC 14–24) [L8]
0: GetByVal r0, r13, r3
1: GetByIdShort r0, r0, 1, "length"
2: Less r16, r12, r0
3: Mov r19, r4
4: Mov r0, r3
5: Mov r17, r10
6: LoadConstZero r18
7: Mov r14, r19
8: Mov r15, r17
9: JumpFalseLong L2, r16

Block 2 (PC 24–31) [L7]
0: GetByVal r16, r13, r0
1: GetByVal r20, r16, r18
2: Mov r23, r19
3: Mov r16, r18
4: Mov r21, r17
5: Mov r22, r23
6: JumpLess L3, r20, r12

Block 3 (PC 31–37)
0: GetByVal r20, r13, r0
1: GetByVal r20, r20, r16
2: Greater r20, r20, r6
3: Mov r1, r23
4: LoadConstTrue r2
5: JumpTrue L1, r20

Block 4 (PC 37–41)
0: GetByVal r20, r13, r0
1: GetByVal r20, r20, r16
2: Add r23, r23, r20
3: LoadConstZero r20

Block 5 (PC 41–44) [L6]
0: Mov r26, r23
1: Mov r24, r20
2: JumpStrictNotEqual L4, r24, r7

Block 6 (PC 44–46)
0: Mov r25, r26
1: JumpGreater L5, r25, r8

Block 7 (PC 46–47) [L4]
0: Add r25, r26, r24

Block 8 (PC 47–52) [L5]
0: Inc r20, r24
1: Mov r23, r25
2: Mov r22, r23
3: Mov r21, r20
4: JumpLess L6, r21, r9

Block 9 (PC 52–60) [L3]
0: Inc r18, r16
1: GetByVal r16, r13, r0
2: GetByIdShort r16, r16, 1, "length"
3: Mov r19, r22
4: Mov r17, r21
5: Mov r14, r19
6: Mov r15, r17
7: JumpLess L7, r18, r16

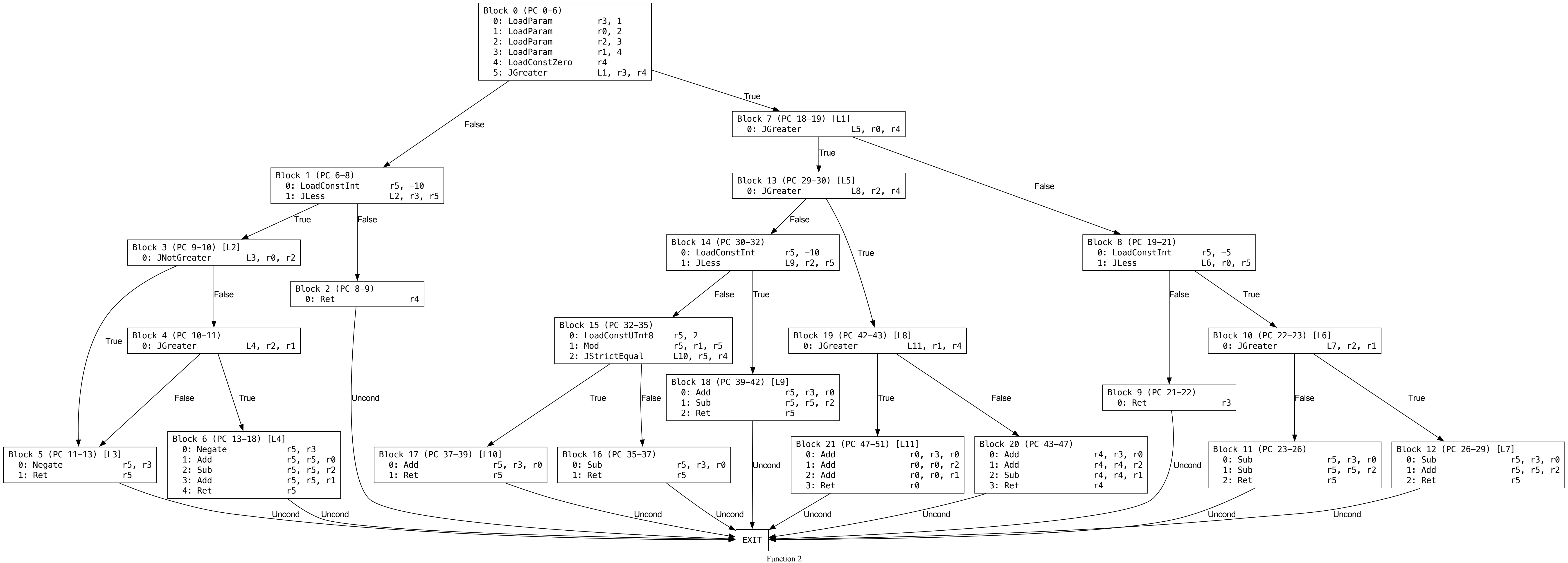
Block 10 (PC 60–69) [L2]
0: Inc r16, r0
1: GetByIdShort r0, r13, 1, "length"
2: Less r0, r16, r0
3: Mov r4, r14
4: Mov r10, r15
5: Mov r3, r16
6: Mov r1, r4
7: LoadConstFalse r2
8: JumpTrueLong L8, r0

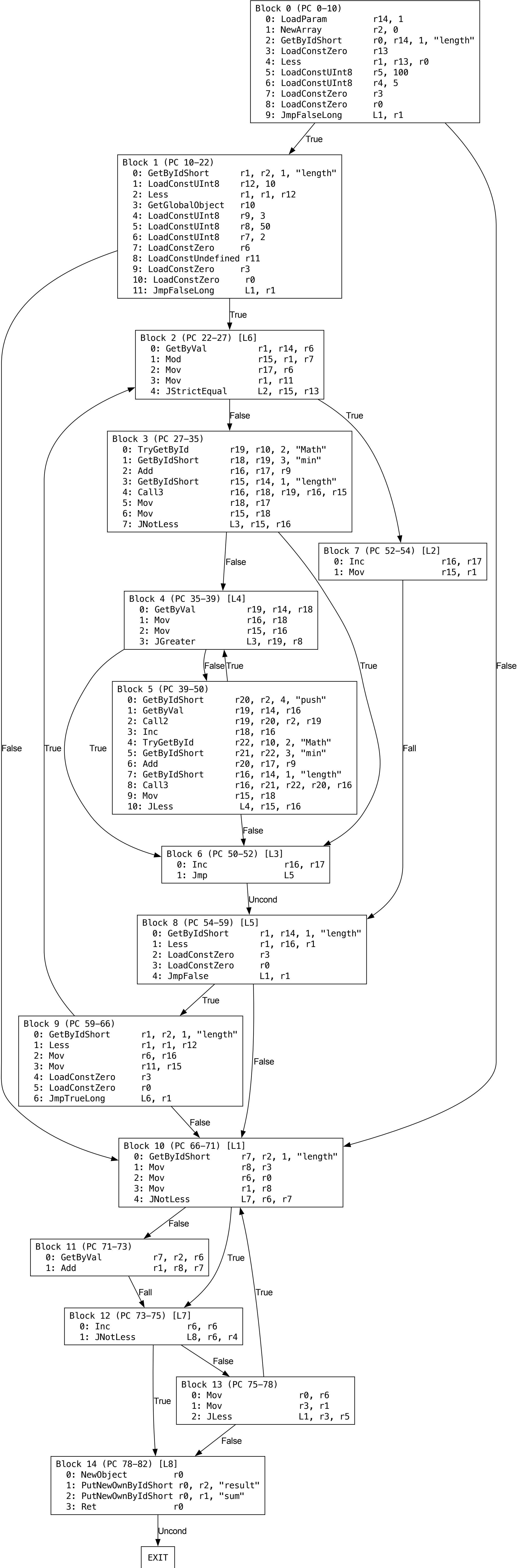
Block 11 (PC 69–71) [L1]
0: LoadConstInt r0, -1
1: JumpTrue L9, r2

Block 12 (PC 71–72)
0: Mov r0, r1

Block 13 (PC 72–73) [L9]
0: Ret r0

EXIT





Function 3

