

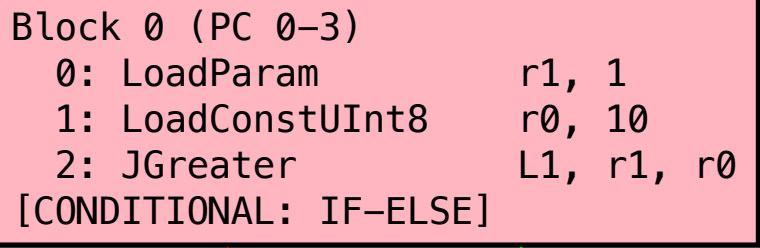
Block 0 (PC 0–33)

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

Unconditional

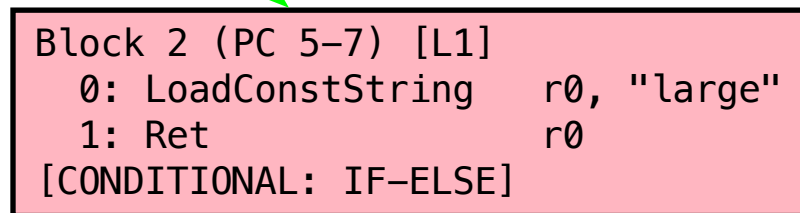
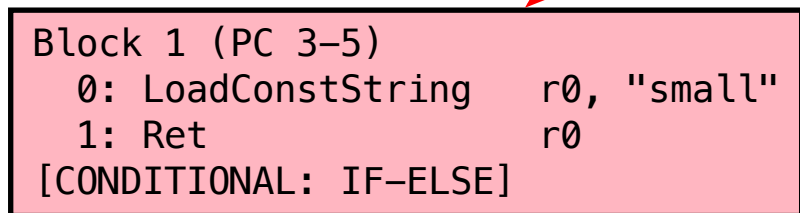
EXIT

Function 0



False Branch

True Branch

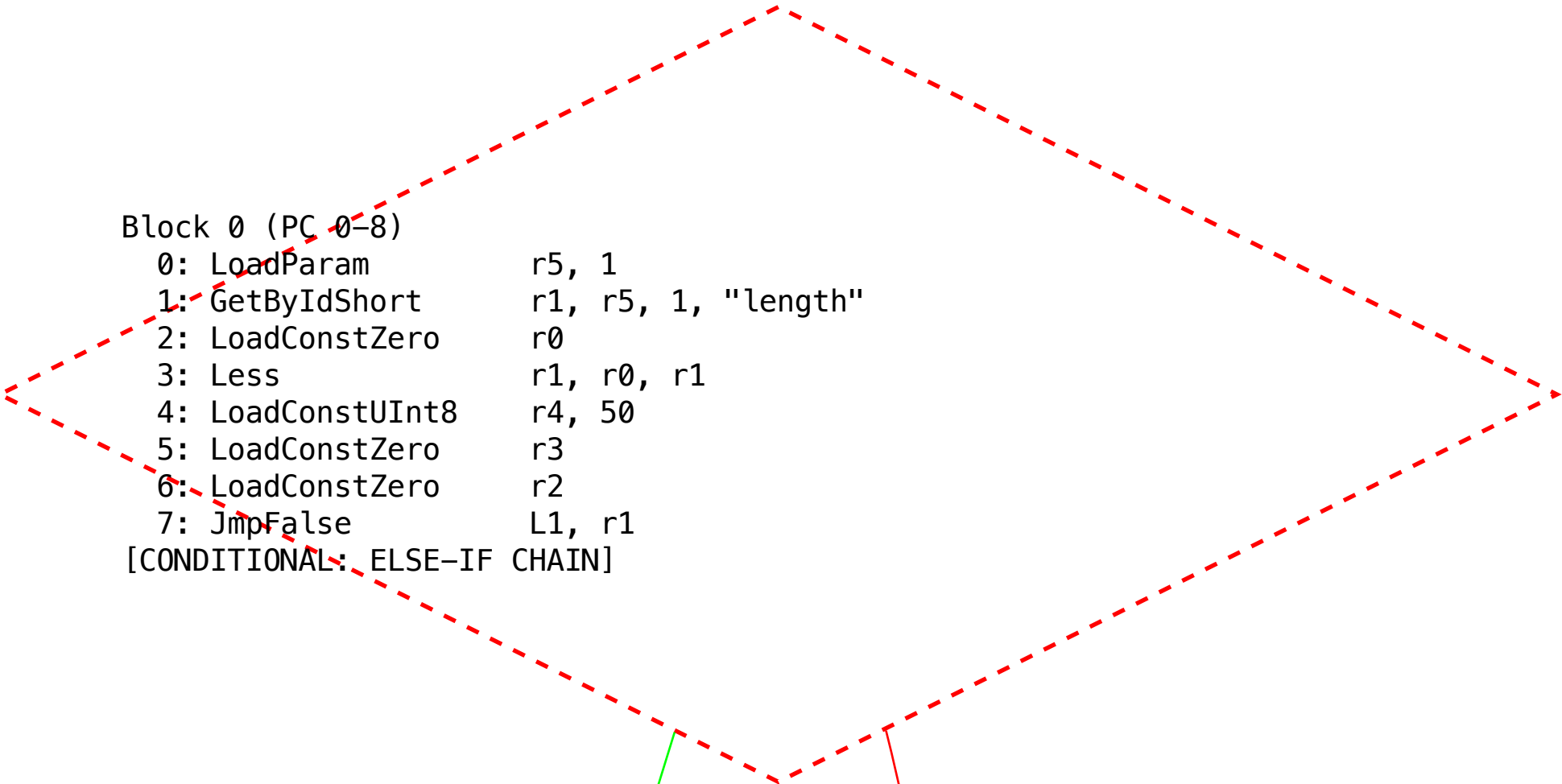


Unconditional

Unconditional



Function 1



Block 0 (PC 0-8)
0: LoadParam r5, 1
1: GetByIdShort r1, r5, 1, "length"
2: LoadConstZero r0
3: Less r1, r0, r1
4: LoadConstUInt8 r4, 50
5: LoadConstZero r3
6: LoadConstZero r2
7: JumpFalse L1, r1
[CONDITIONAL: ELSE-IF CHAIN]

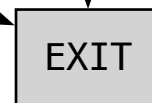
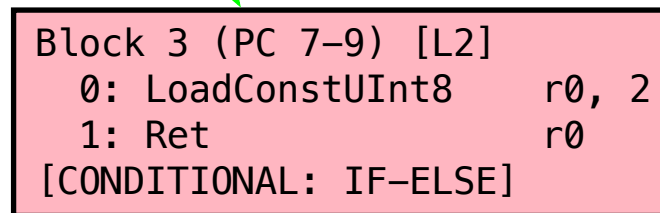
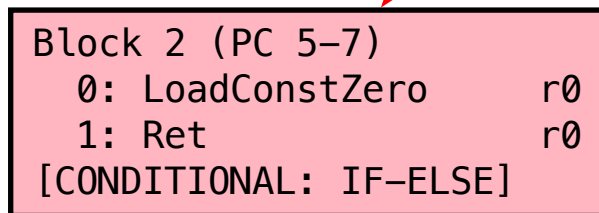
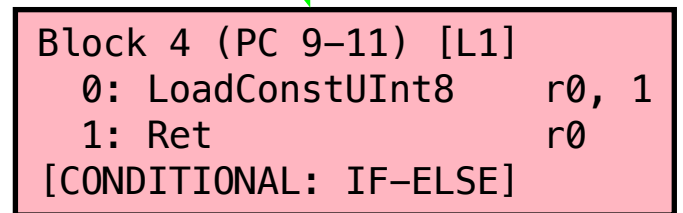
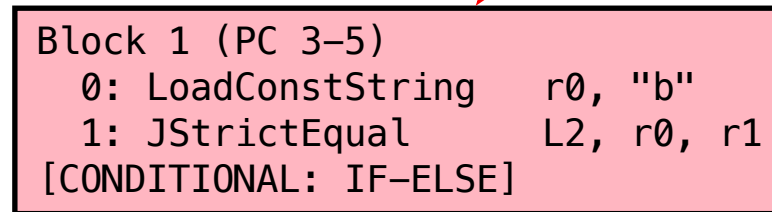
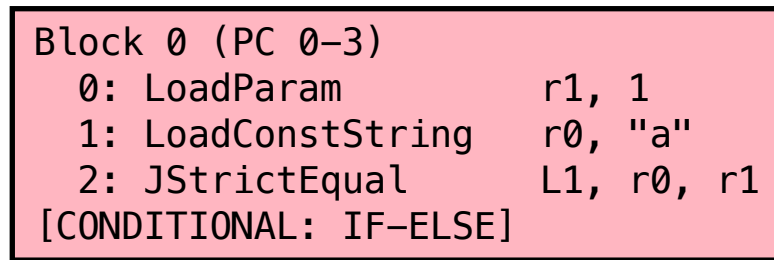
Block 1 (PC 8-13) [L2]
0: GetByVal r1, r5, r2
1: Add r7, r3, r1
2: Mov r1, r2
3: Mov r0, r7
4: JGreater L1, r0, r4
[LOOP HEADER: While Loop]

Block 2 (PC 13-18)
0: Inc r2, r1
1: GetByIdShort r1, r5, 1, "length"
2: Mov r3, r7
3: Mov r0, r3
4: JLess L2, r2, r1
[LOOP BODY: While Loop]

Block 3 (PC 18-19) [L1]
0: Ret r0
[CONDITIONAL: ELSE-IF CHAIN]

EXIT

Function 2



Function 3

False Branch

True Branch

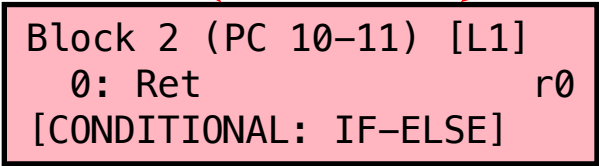
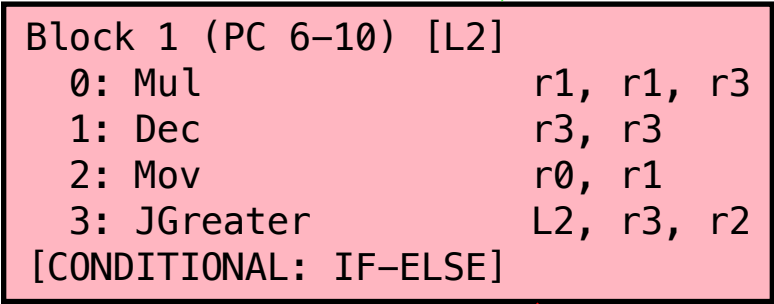
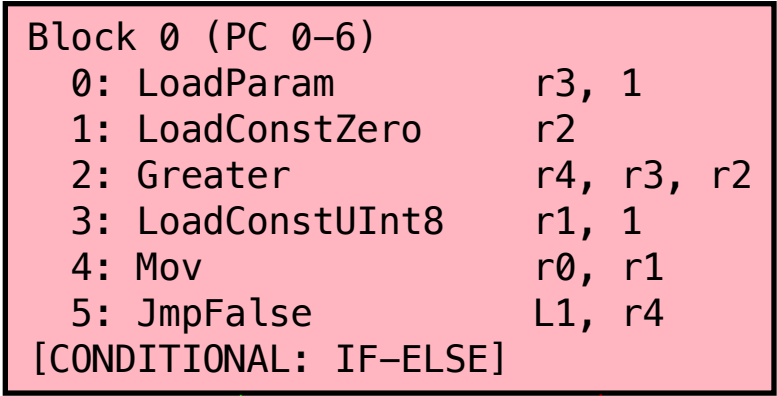
False Branch

True Branch

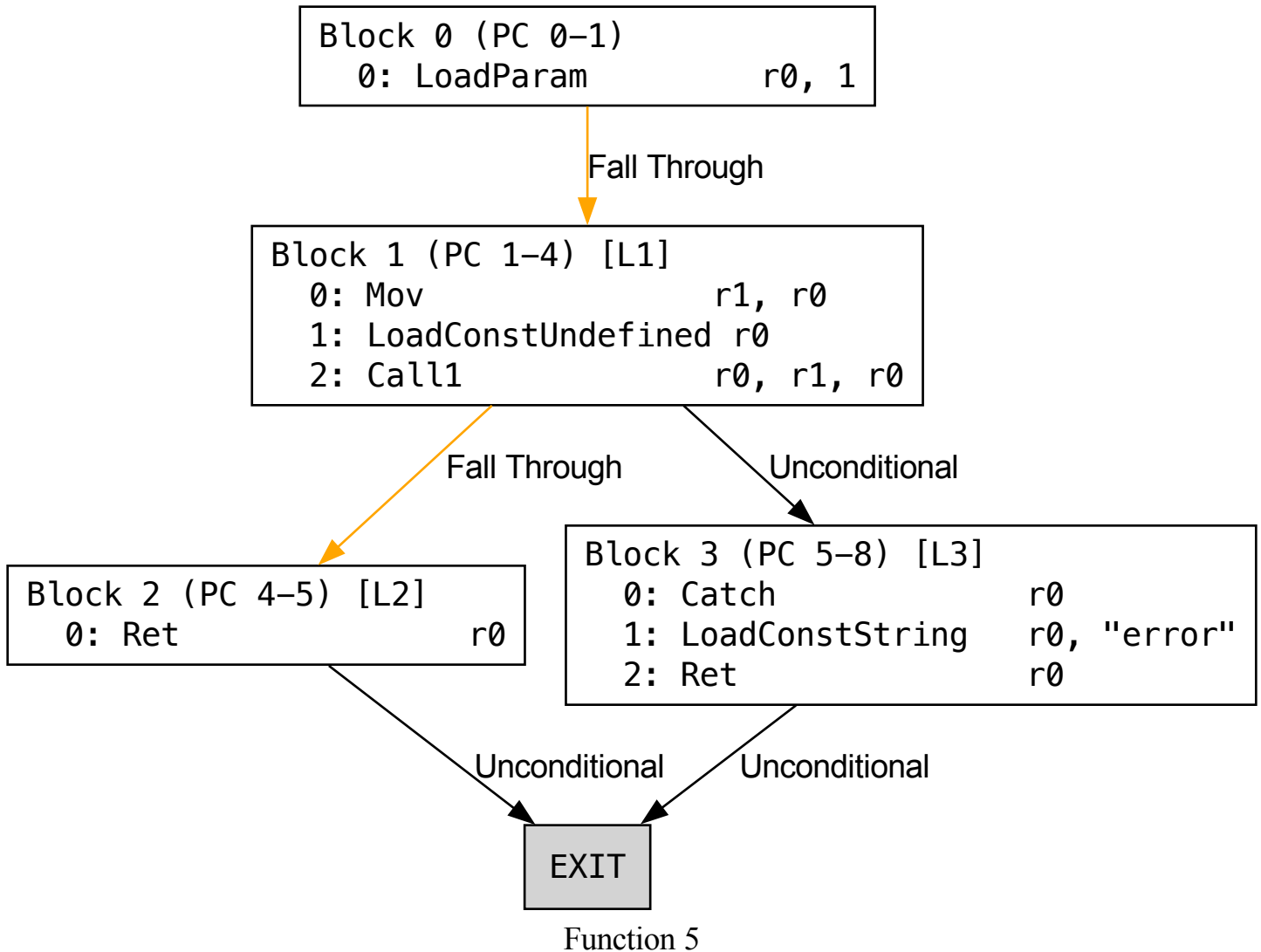
Unconditional

Unconditional

Unconditional



Function 4



Block 0 (PC 0-10)

```
0: LoadConstUndefined r4
1: LoadConstUndefined r0
2: ReifyArguments      r0
3: Mov                 r3, r0
4: GetBuiltinClosure  r2, 52
5: CreateEnvironment  r0
6: CreateGeneratorClosure r1, r0, Function<?anon_0_asyncAwaitTest>7
7: LoadThisNS         r0
8: Call4               r0, r2, r4, r1, r0, r3
9: Ret                 r0
```

Unconditional

EXIT

Function 6

Block 0 (PC 0-3)

0: CreateEnvironment r0

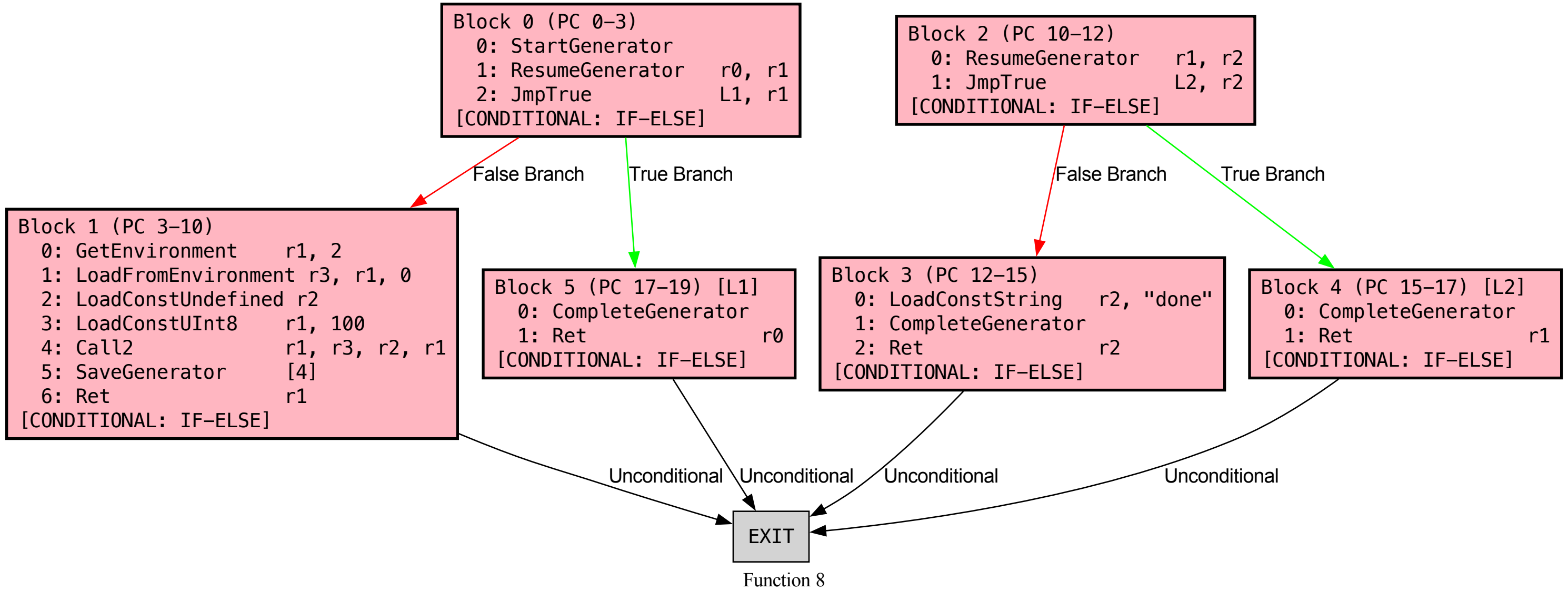
1: CreateGenerator r0, r0, Function<?anon_0_?anon_0_asyncAwaitTest>8

2: Ret r0

Unconditional

EXIT

Function 7



Block 0 (PC 0-13)

0:	CreateEnvironment	r0
1:	GetGlobalObject	r1
2:	TryGetById	r3, r1, 1, "Promise"
3:	GetByIdShort	r2, r3, 2, "resolve"
4:	LoadConstUInt8	r1, 5
5:	Call2	r3, r2, r3, r1
6:	GetByIdShort	r2, r3, 3, "then"
7:	CreateClosure	r1, r0, Function<>10
8:	Call2	r2, r2, r3, r1
9:	GetByIdShort	r1, r2, 4, "catch"
10:	CreateClosure	r0, r0, Function<>11
11:	Call2	r0, r1, r2, r0
12:	Ret	r0

Unconditional



EXIT

Function 9

Block 0 (PC 0-4)

0:	LoadParam	r1, 1
1:	LoadConstUInt8	r0, 2
2:	Mul	r0, r1, r0
3:	Ret	r0

Unconditional

EXIT

Function 10

Block 0 (PC 0-2)

0: LoadConstZero r0

1: Ret r0

Unconditional

EXIT

Function 11

Block 0 (PC 0-11)

```
0: CreateEnvironment r0
1: LoadParam        r1, 1
2: StoreToEnvironment r0, 0, r1
3: CreateGeneratorClosure r1, r0, Function<gen>13
4: LoadConstUndefined r0
5: Call1              r4, r1, r0
6: NewArray           r0, 0
7: LoadConstZero     r3
8: Mov                r5, r0
9: CallBuiltin        r1, 46, 4
10: Ret               r0
```

Unconditional

EXIT

Function 12

Block 0 (PC 0-3)

0: CreateEnvironment r0

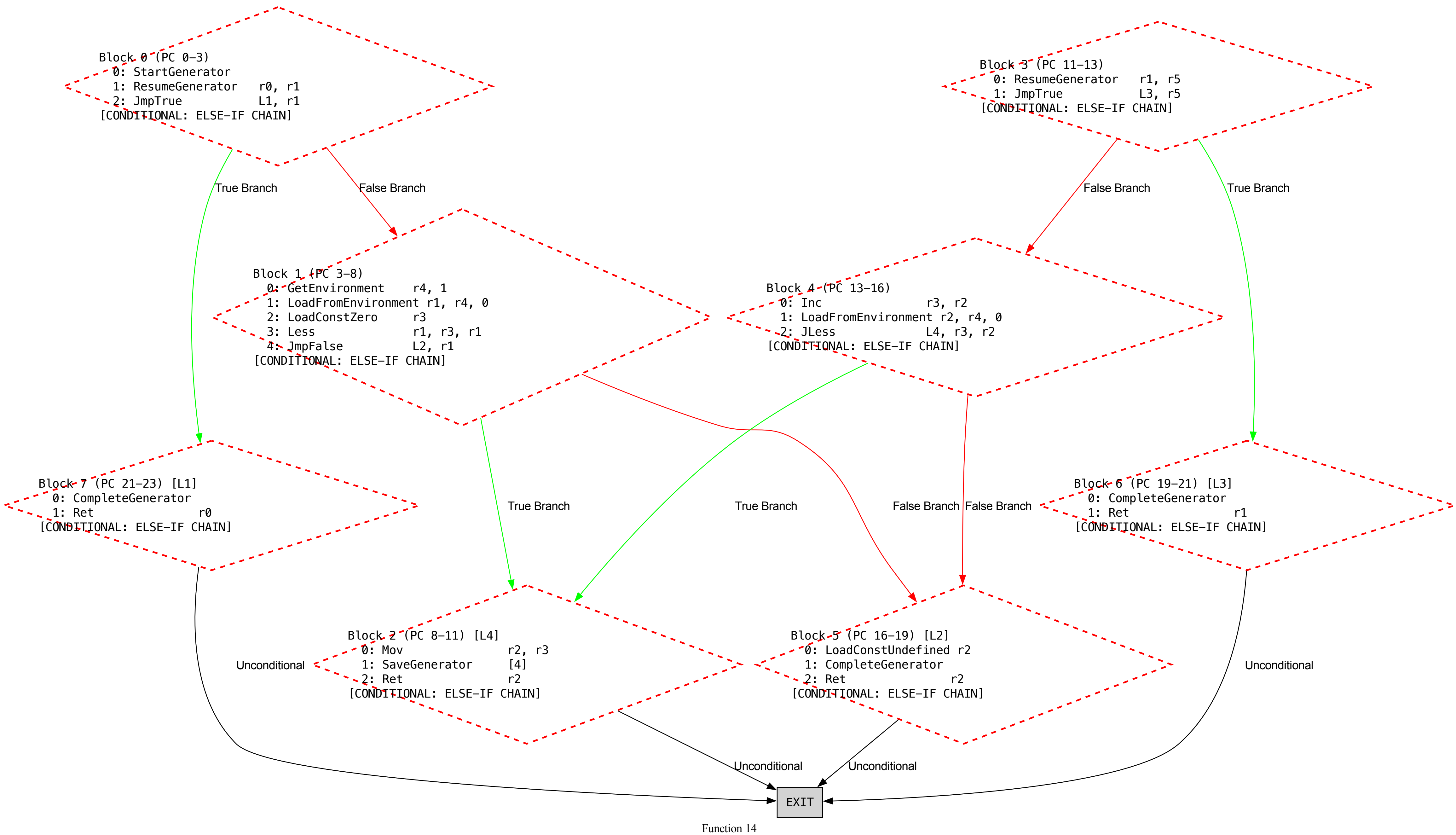
1: CreateGenerator r0, r0, Function<?anon_0_gen>14

2: Ret r0

Unconditional

EXIT

Function 13



Block 0 (PC 0-10)

```
0: CreateEnvironment r1
1: LoadParam        r0, 1
2: StoreToEnvironment r1, 0, r0
3: GetGlobalObject   r0
4: TryGetById        r3, r0, 1, "setTimeout"
5: LoadConstUndefined r0
6: CreateClosure      r2, r1, Function<>16
7: LoadConstUInt8    r1, 50
8: Call3              r1, r3, r0, r2, r1
9: Ret                r0
```

Unconditional



EXIT

Function 15

Block 0 (PC 0-6)

```
0: GetEnvironment      r0, 0
1: LoadFromEnvironment r2, r0, 0
2: LoadConstUndefined r1
3: LoadConstString    r0, "callback"
4: Call2               r0, r2, r1, r0
5: Ret                 r0
```

Unconditional



EXIT

Function 16

Block 0 (PC 0-12)

```
0: CreateEnvironment r0
1: LoadParam        r1, 1
2: StoreToEnvironment r0, 0, r1
3: GetGlobalObject   r1
4: TryGetById        r2, r1, 1, "Promise"
5: GetByIdShort       r1, r2, 2, "prototype"
6: CreateThis        r1, r1, r2
7: CreateClosure      r3, r0, Function<>18
8: Mov               r4, r1
9: Construct         r0, r2, 2
10: SelectObject      r0, r1, r0
11: Ret              r0
```

Unconditional



EXIT

Function 17

Block 0 (PC 0-8)

```
0: GetGlobalObject    r0
1: TryGetById         r3, r0, 1, "setTimeout"
2: GetEnvironment     r0, 0
3: LoadFromEnvironment r2, r0, 0
4: LoadConstUndefined r1
5: LoadParam          r0, 1
6: Call3              r0, r3, r1, r0, r2
7: Ret                r0
```

Unconditional

EXIT

Function 18