

Block 0 (PC 0-2)

0: LoadConstUndefined r0

1: Ret r0

Unconditional

EXIT

Function 0

Block 0 (PC 0-8)
0: CreateEnvironment r1
1: LoadParam r7, 2
2: CreateClosure r3, r1, Function<assert>2
3: GetGlobalObject r2
4: GetByIdShort r0, r2, 1, "print"
5: TypeOf r4, r0
6: LoadConstString r0, "function"
7: JStrictEqual L1, r4, r0
[CONDITIONAL: IF-ELSE]

False Branch

Block 1 (PC 8-12)
0: TryGetById r4, r2, 2, "global"
1: TryGetById r0, r2, 3, "console"
2: GetByIdShort r0, r0, 4, "log"
3: PutById r4, r0, 1, "print"
[CONDITIONAL: IF-ELSE]

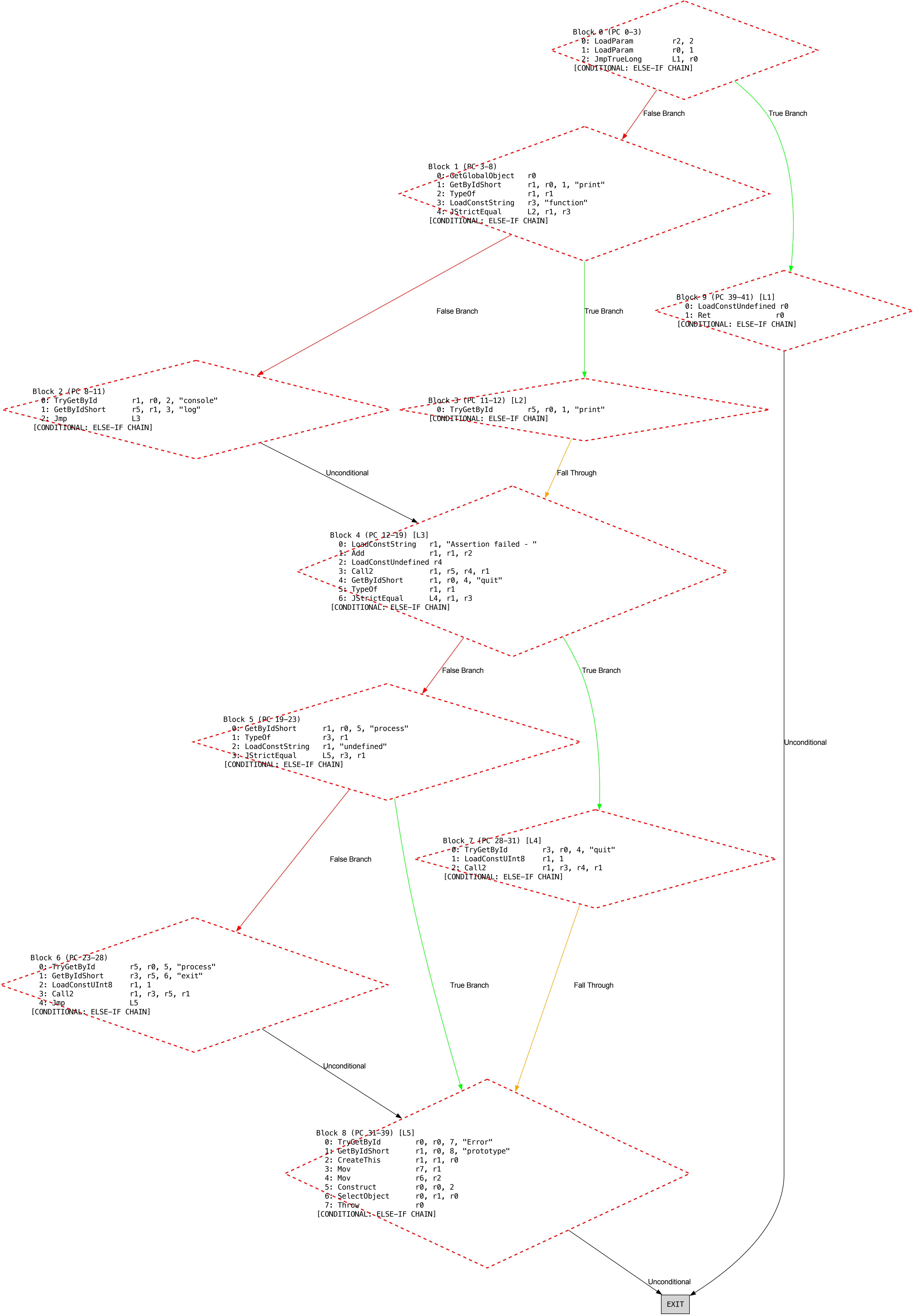
True Branch

Fall Through

Block 2 (PC 12-59) [L1]
0: TryGetById r5, r2, 1, "print"
1: LoadConstUndefined r0
2: LoadConstString r4, "Starting Hermes CJS smoke test ..."
3: Call2 r4, r5, r0, r4
4: LoadConstString r4, "./math"
5: Call2 r8, r7, r0, r4
6: GetByIdShort r9, r8, 5, "add"
7: LoadConstUInt8 r6, 2
8: LoadConstUInt8 r5, 3
9: Call3 r10, r9, r8, r6, r5
10: LoadConstUInt8 r9, 5
11: StrictEq r10, r10, r9
12: LoadConstString r9, "add() should add"
13: Call3 r9, r3, r0, r10, r9
14: GetByIdShort r11, r8, 6, "mul"
15: LoadConstUInt8 r10, 6
16: LoadConstUInt8 r9, 7
17: Call3 r10, r11, r8, r10, r9
18: LoadConstUInt8 r9, 42
19: StrictEq r10, r10, r9
20: LoadConstString r9, "mul() should multiply"
21: Call3 r9, r3, r0, r10, r9
22: Call2 r4, r7, r0, r4
23: StrictEq r8, r4, r8
24: LoadConstString r4, "require cache"
25: Call3 r4, r3, r0, r8, r4
26: LoadConstString r4, "path"
27: Call2 r8, r7, r0, r4
28: TryGetById r4, r2, 7, "__dirname"
29: GetByIdShort r7, r8, 8, "dirname"
30: TryGetById r2, r2, 9, "__filename"
31: Call2 r2, r7, r8, r2
32: StrictEq r4, r4, r2
33: LoadConstString r2, "__dirname works"
34: Call3 r2, r3, r0, r4, r2
35: CreateClosure r4, r1, Function<spreadSum>3
36: LoadConstUInt8 r15, 1
37: LoadConstUInt8 r12, 4
38: LoadConstUndefined r16
39: Mov r14, r6
40: Mov r13, r5
41: Call r2, r4, 5
42: LoadConstUInt8 r1, 10
43: StrictEq r2, r2, r1
44: LoadConstString r1, "arrow + rest/spread"
45: Call3 r1, r3, r0, r2, r1
46: Ret r0
[CONDITIONAL: IF-ELSE]

Unconditional

EXIT



Block 0 (PC 0-8)

0:	LoadConstZero	r3
1:	LoadConstZero	r5
2:	CallBuiltin	r2, 45, 2
3:	GetByIdShort	r1, r2, 1, "reduce"
4:	CreateEnvironment	r0
5:	CreateClosure	r0, r0, Function<>4
6:	Call3	r0, r1, r2, r0, r3
7:	Ret	r0

Unconditional

EXIT

Function 3

Block 0 (PC 0-4)

0:	LoadParam	r1, 1
1:	LoadParam	r0, 2
2:	Add	r0, r1, r0
3:	Ret	r0

Unconditional

EXIT

Function 4

Block 0 (PC 0-10)

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0: CreateEnvironment r0
1: CreateClosure    r2, r0, Function<add>7
2: LoadParam       r1, 1
3: PutById          r1, r2, 1, "add"
4: LoadParam       r1, 3
5: GetByIdShort     r1, r1, 1, "exports"
6: CreateClosure    r0, r0, Function<mul>6
7: PutById          r1, r0, 2, "mul"
8: LoadConstUndefined r0
9: Ret              r0
```

Unconditional



EXIT

Function 5

Block 0 (PC 0-4)

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

Unconditional

EXIT

Function 6

Block 0 (PC 0-4)

0:	LoadParam	r1, 1
1:	LoadParam	r0, 2
2:	Add	r0, r1, r0
3:	Ret	r0

Unconditional

EXIT

Function 7