

Block 0 (PC 0-9)

0:	LoadConstZero	r4
1:	LoadConstZero	r6
2:	CallBuiltin	r3, 45, 2
3:	GetByIdShort	r2, r3, 1, "reduce"
4:	CreateEnvironment	r0
5:	CreateClosure	r1, r0, Function<>4
6:	Call3	r1, r2, r3, r1, r4
7:	AsyncBreakCheck	
8:	Ret	r1

uncond

EXIT

Function 3