

Block 0 (PC 0-3)

0: LoadConstUndefined r0

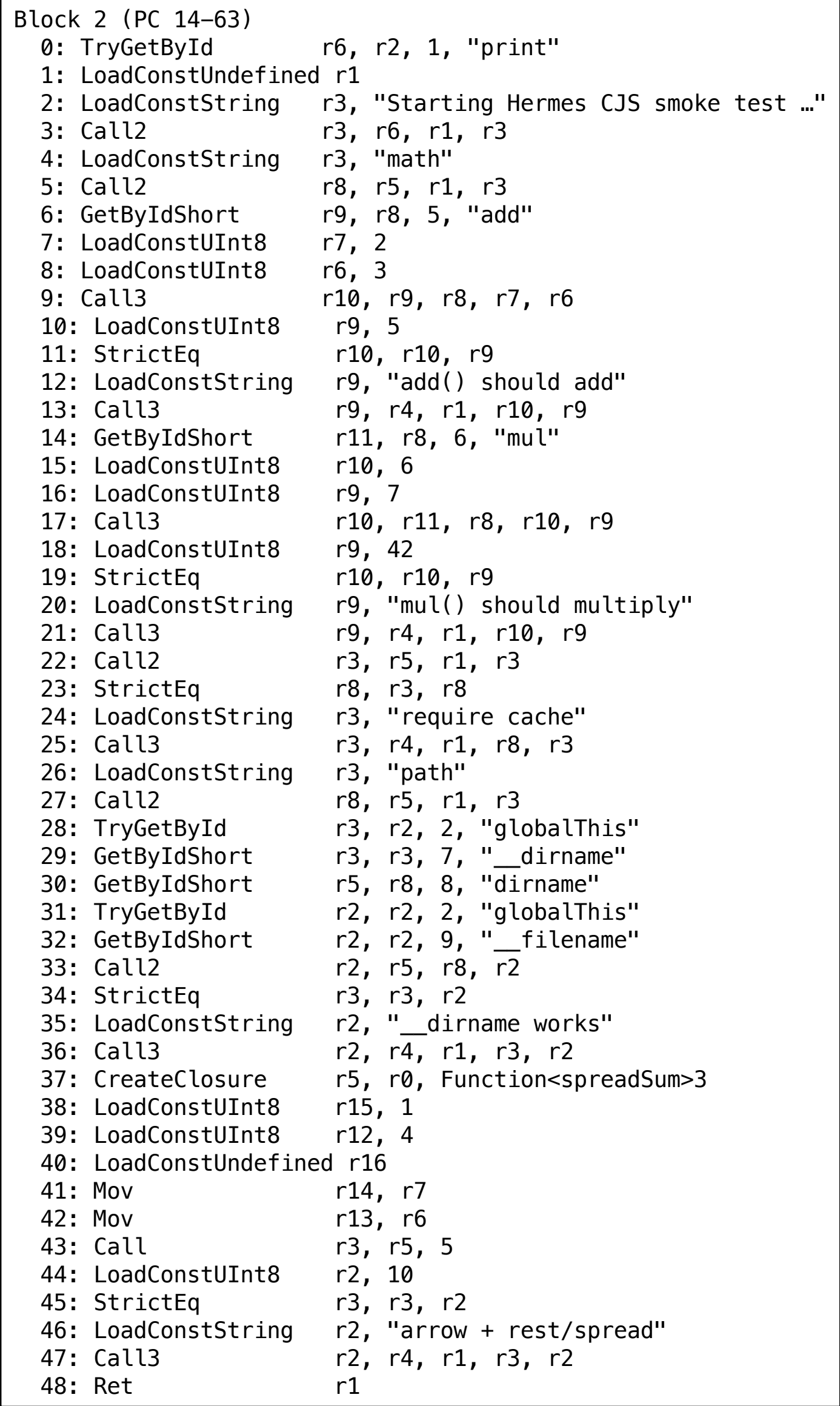
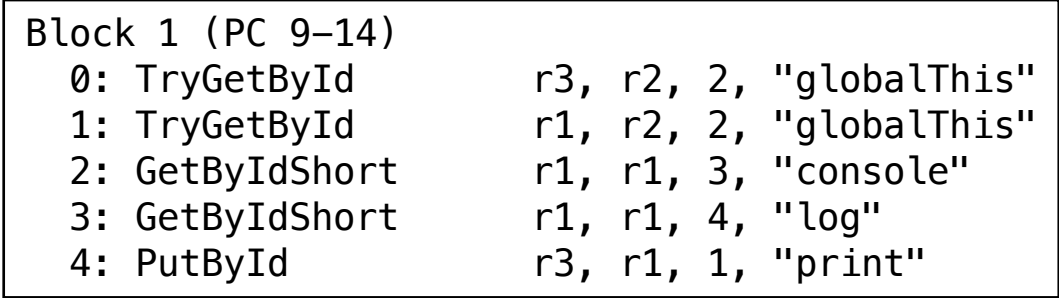
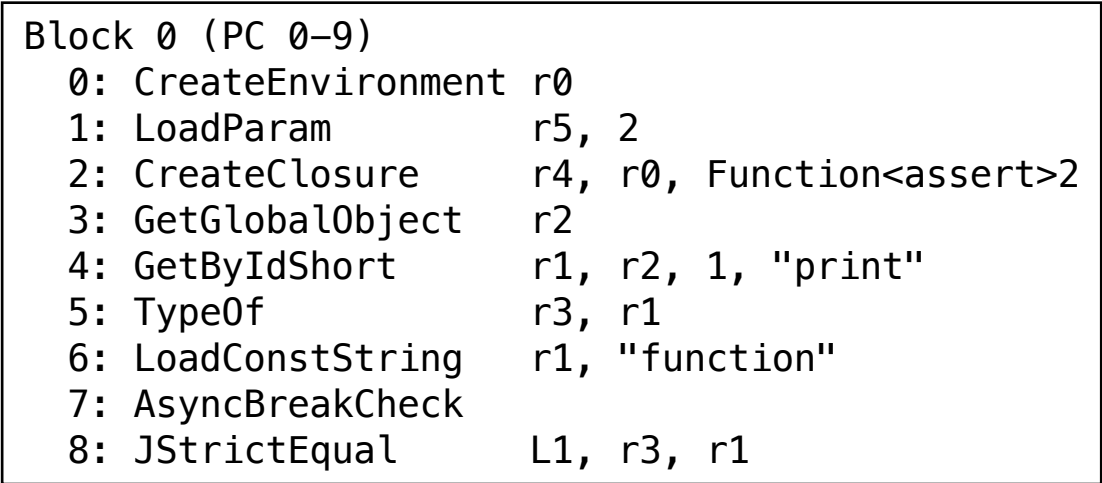
1: AsyncBreakCheck

2: Ret r0

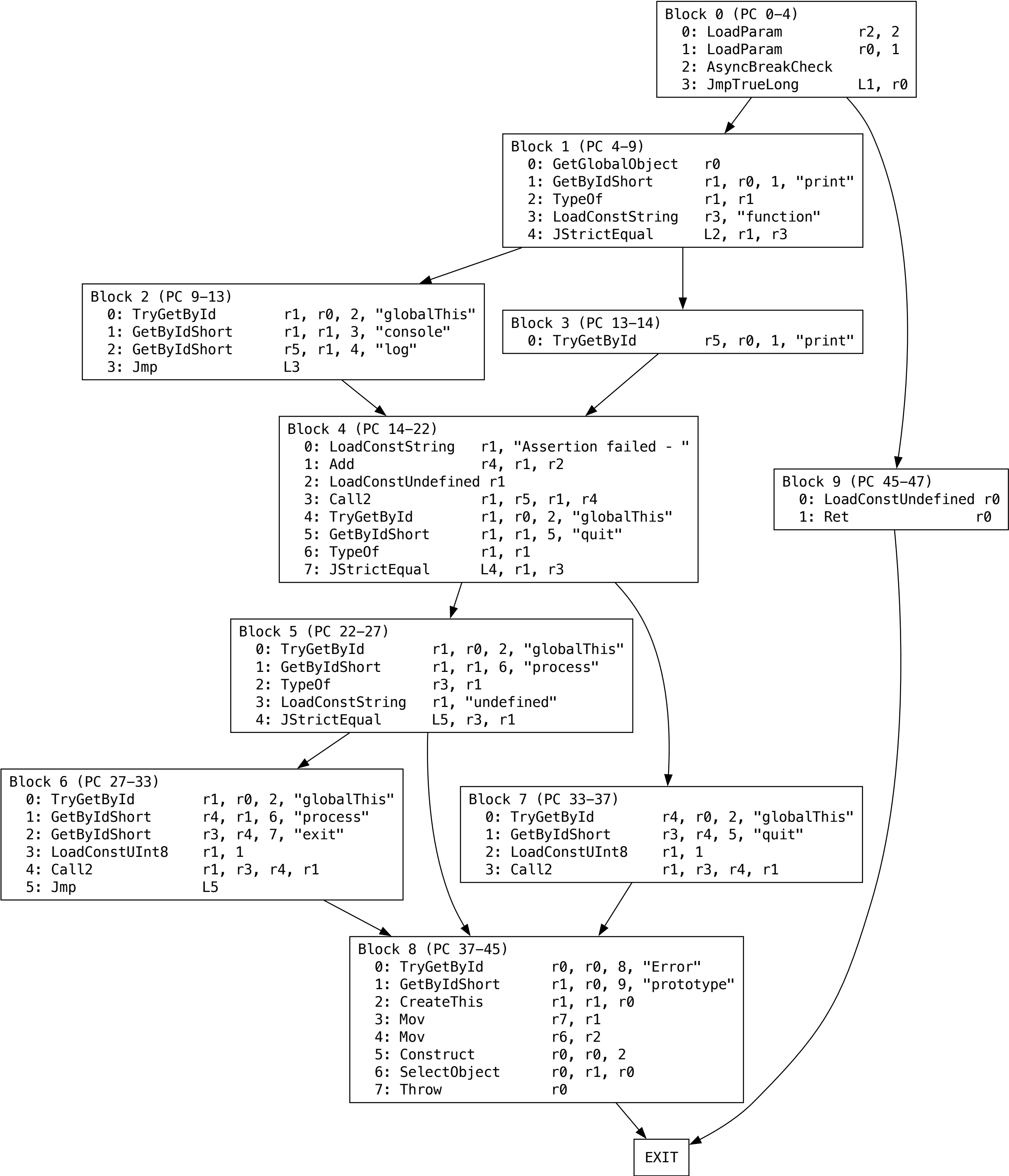


EXIT

Function 0



Function 1



Function 2

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



EXIT

Function 3

Block 0 (PC 0-5)

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



EXIT

Function 4

Block 0 (PC 0-11)

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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     r2, r1, 1, "exports"
6: CreateClosure    r1, r0, Function<mul>6
7: PutById          r2, r1, 2, "mul"
8: LoadConstUndefined r1
9: AsyncBreakCheck
10: Ret             r1
```



EXIT

Function 5

Block 0 (PC 0-5)

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



EXIT

Function 6

Block 0 (PC 0-5)

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



EXIT

Function 7