

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
```



EXIT

Function 12