```
Block 0 (PC 0-5)
                                          r0, 0
                     0: GetEnvironment
                     1: LoadFromEnvironment r5, r0, 1
                                          r1, "_modified"
                     2: LoadConstString
                     3: GetPNameList
                                          r6, r5, r4, r3
                     4: JmpUndefined
                                          L1, r6
     Block 1 (PC 5-7)
       0: GetNextPName
                            r2, r6, r5, r4, r3
       1: JmpUndefined
                            L1, r2
                                      Block 3 (PC 13-24)
                                        0: GetGlobalObject
                                                              r1
                                        1: TryGetById
                                                             r4, r1, 1, "console"
Block 2 (PC 7-13)
                                                              r3, r4, 2, "log"
                                        2: GetByIdShort
                       r9, r2
  0: Mov
                                        3: LoadFromEnvironment r2, r0, 0
  1: LoadFromEnvironment r8, r0, 1
                                                              r2, r3, r4, r2
                                        4: Call2
  2: GetByVal
                      r7, r8, r9
                                        5: TryGetById
                                                              r2, r1, 1, "console"
  3: Add
                      r7, r7, r1
                                                              r1, r2, 2, "log"
                                        6: GetByIdShort
  4: PutByVal
                       r8, r9, r7
                                        7: LoadFromEnvironment r0, r0, 1
  5: Jmp
                       L2
                                        8: Call2
                                                              r0, r1, r2, r0
                                        9: LoadConstUndefined r0
                                        10: Ret
                                                               r0
                                                          EXIT
```

Function 1