```
Block 0 (PC 0–5)
  0: GetEnvironment      r0, 0
  1: LoadFromEnvironment r2, r0, 0
  2: LoadConstUndefined  r1
  3: LoadConstString     r0, "callback"
  4: Call2               r0, r2, r1, r0
```

```
Block 1 (PC 5–6)
  0: Ret                 r0
```

```
EXIT
```

Function 16