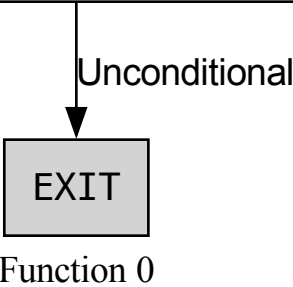


Block 0 (PC 0-46)

0:	DeclareGlobalVar	"testx"
1:	DeclareGlobalVar	"gen"
2:	DeclareGlobalVar	"ze"
3:	CreateEnvironment	r1
4:	CreateAsyncClosure	r2, r1, Function<testx>1
5:	GetGlobalObject	r0
6:	PutById	r0, r2, 1, "testx"
7:	CreateGeneratorClosure	r2, r1, Function<gen>4
8:	PutById	r0, r2, 2, "gen"
9:	CreateClosure	r1, r1, Function<ze>6
10:	PutById	r0, r1, 3, "ze"
11:	TryGetById	r2, r0, 1, "window"
12:	GetByIdShort	r1, r0, 2, "ze"
13:	PutById	r2, r1, 4, "onload"
14:	GetByIdShort	r1, r0, 2, "ze"
15:	LoadConstUndefined	r4
16:	Call1	r1, r1, r4
17:	CreateRegExp	r1, "dkooDD JP0D D09D \\ @ .

t@ x00 D+D ", "gmi", 0

18:	PutById	r0, r1, 5, "test2"
19:	TryGetById	r3, r0, 3, "console"
20:	GetByIdShort	r2, r3, 4, "log"
21:	TryGetById	r6, r0, 5, "test2"
22:	GetByIdShort	r5, r6, 6, "exec"
23:	LoadConstString	r1, "bonjour"
24:	Call2	r1, r5, r6, r1
25:	Call2	r1, r2, r3, r1
26:	TryGetById	r5, r0, 3, "console"
27:	GetByIdShort	r3, r5, 4, "log"
28:	GetByIdShort	r1, r0, 7, "gen"
29:	Call1	r2, r1, r4
30:	GetByIdShort	r1, r2, 8, "next"
31:	Call1	r2, r1, r2
32:	LoadConstString	r1, "a"
33:	Call3	r1, r3, r5, r1, r2
34:	TryGetById	r3, r0, 3, "console"
35:	GetByIdShort	r2, r3, 4, "log"
36:	GetByIdShort	r1, r0, 9, "testx"
37:	LoadConstDouble	r5, 7.3
38:	LoadConstString	r0, "le"
39:	Add	r0, r5, r0
40:	Call2	r1, r1, r4, r0
41:	GetByIdShort	r0, r1, 8, "next"
42:	Call1	r1, r0, r1
43:	LoadConstString	r0, "b"
44:	Call3	r0, r2, r3, r0, r1
45:	Ret	r0



Function 0

Block 0 (PC 0-10)

```
0: LoadConstUndefined r4
1: LoadConstUndefined r0
2: ReifyArguments      r0
3: Mov                 r3, r0
4: GetBuiltinClosure  r2, 52
5: CreateEnvironment  r0
6: CreateGeneratorClosure r1, r0, Function<?anon_0_testx>2
7: LoadThisNS         r0
8: Call4               r0, r2, r4, r1, r0, r3
9: Ret                 r0
```

Unconditional



EXIT

Function 1

Block 0 (PC 0-3)

0: CreateEnvironment r0

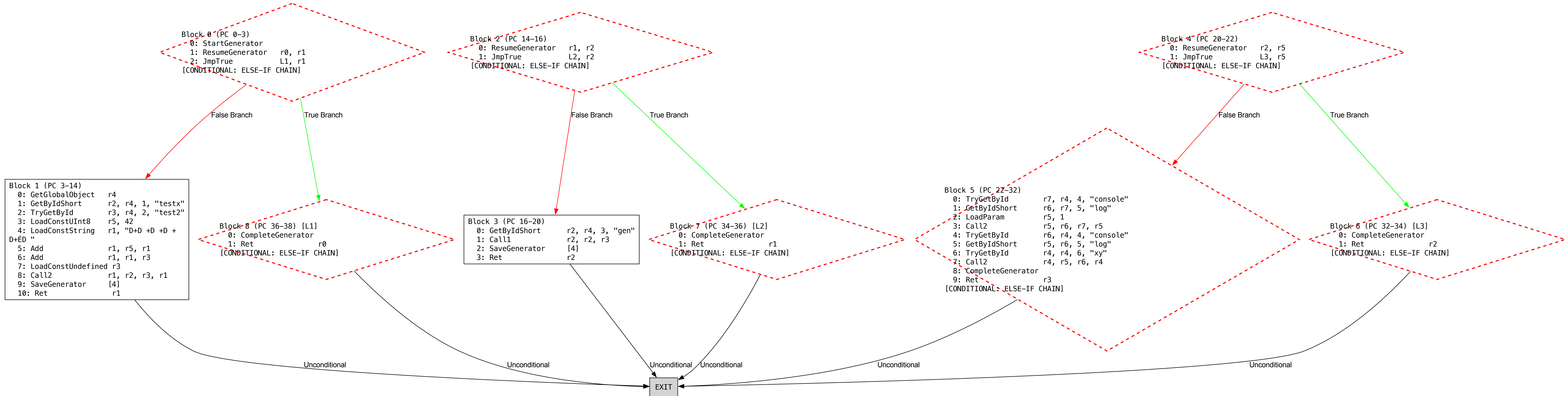
1: CreateGenerator r0, r0, Function<?anon_0_?anon_0_testx>3

2: Ret r0

Unconditional

EXIT

Function 2



Block 0 (PC 0-3)

0: CreateEnvironment r0

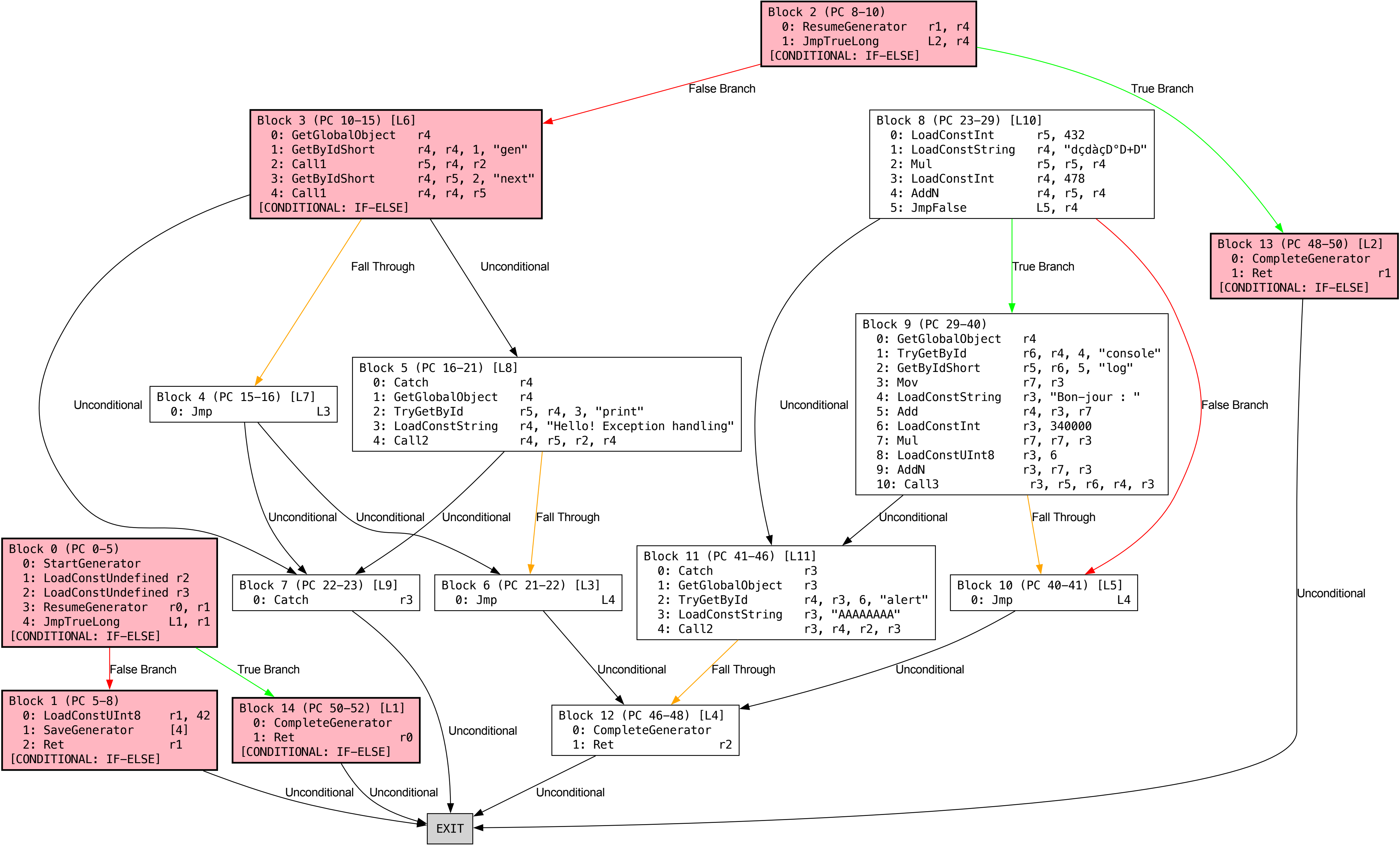
1: CreateGenerator r0, r0, Function<?anon_0_gen>5

2: Ret r0

Unconditional

EXIT

Function 4



Function 5

Block 0 (PC 0-7)
0: LoadConstUndefined r0
1: CreateEnvironment r3
2: GetGlobalObject r1
3: TryGetById r4, r1, 1, "Math"
4: GetByIdShort r2, r4, 2, "random"
5: Call1 r2, r2, r4
6: JumpTrue L1, r2
[CONDITIONAL: IF-ELSE]

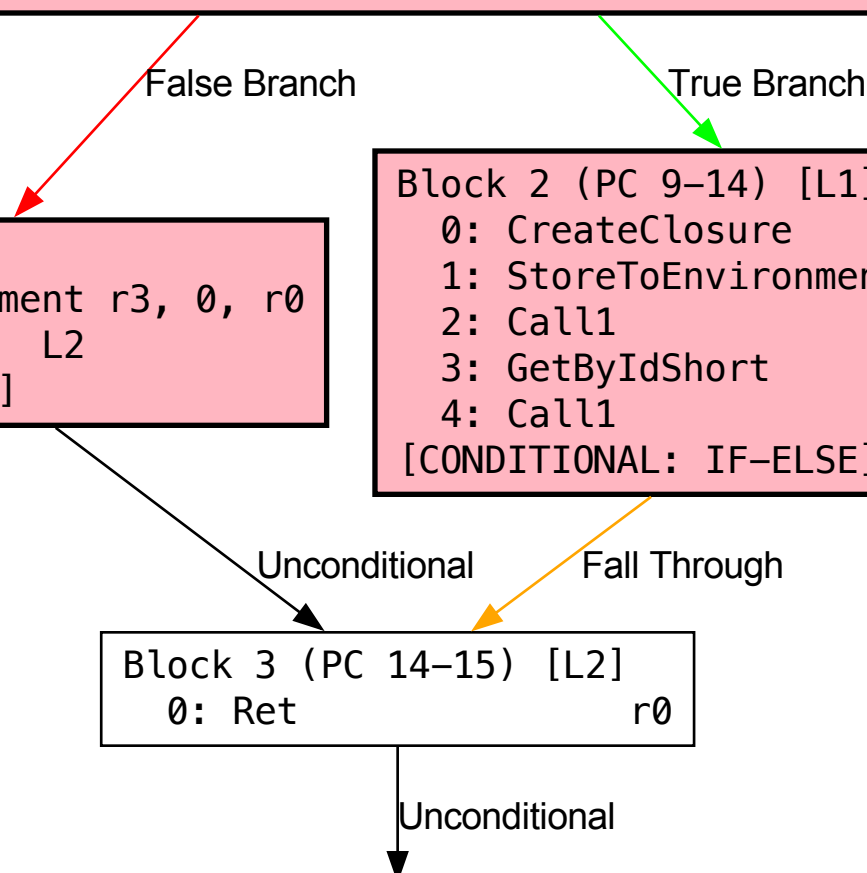
Block 1 (PC 7-9)
0: StoreNPTToEnvironment r3, 0, r0
1: Jump L2
[CONDITIONAL: IF-ELSE]

Block 2 (PC 9-14) [L1]
0: CreateClosure r2, r3, Function<zb>7
1: StoreToEnvironment r3, 0, r2
2: Call1 r2, r2, r0
3: GetByIdShort r1, r1, 3, "ze"
4: Call1 r1, r1, r0
[CONDITIONAL: IF-ELSE]

Block 3 (PC 14-15) [L2]
0: Ret r0

EXIT

Function 6



Block 0 (PC 0-5)

```
0: GetGlobalObject    r0
1: TryGetById         r1, r0, 1, "Date"
2: GetByIdShort       r0, r1, 2, "now"
3: Call1              r0, r0, r1
4: JumpFalse          L1, r0
```

[CONDITIONAL: IF-ELSE]

True Branch

Block 1 (PC 5-9)

```
0: GetEnvironment    r0, 0
1: LoadFromEnvironment r1, r0, 0
2: LoadConstUndefined r0
3: Call1              r0, r1, r0
```

[CONDITIONAL: IF-ELSE]

False Branch

Fall Through

Block 2 (PC 9-11) [L1]

```
0: LoadConstUndefined r0
1: Ret                  r0
```

[CONDITIONAL: IF-ELSE]

Unconditional

EXIT

Function 7