

Block 0 (PC 0-8)

0:	LoadConstZero	r3
1:	LoadConstZero	r5
2:	CallBuiltin	r2, 45, 2
3:	GetByIdShort	r1, r2, 1, "reduce"
4:	CreateEnvironment	r0
5:	CreateClosure	r0, r0, Function<>4
6:	Call3	r0, r1, r2, r0, r3
7:	Ret	r0

uncond

EXIT

Function 3