

Function 0

Block 0 (PC 0-10)
0: DeclareGlobalVar "main"
1: CreateEnvironment r1
2: CreateClosure r2, r1, Function<main>1
3: GetGlobalObject r0
4: PutById r0, r2, 1, "main"
5: NewArrayWithBuffer r0, 360, 360, 0
6: StoreToEnvironment r1, 0, r0
7: NewObjectWithBuffer r0, 12, 12, 0, 0
8: StoreToEnvironment r1, 1, r0
9: LoadConstUndefined r0

Block 1 (PC 10-11)
0: Ret r0

EXIT

Function 1

Block 0 (PC 0-5)
0: LoadConstString r6, "_modified"
1: GetEnvironment r0, 0
2: LoadFromEnvironment r4, r0, 1
3: GetPNameList r5, r4, r3, r2
4: JumpUndefined L1, r5

Block 1 (PC 5-7)
0: GetNextPName r1, r5, r4, r3, r2
1: JumpUndefined L1, r1

Block 2 (PC 7-13)
0: Mov r9, r1
1: LoadFromEnvironment r8, r0, 1
2: GetByVal r7, r8, r9
3: Add r7, r7, r6
4: PutByVal r8, r9, r7
5: Jump L2

Block 3 (PC 13-23)
0: GetGlobalObject r1
1: TryGetById r4, r1, 1, "console"
2: GetByIdShort r3, r4, 2, "log"
3: LoadFromEnvironment r2, r0, 0
4: Call2 r2, r3, r4, r2
5: TryGetById r2, r1, 1, "console"
6: GetByIdShort r1, r2, 2, "log"
7: LoadFromEnvironment r0, r0, 1
8: Call2 r0, r1, r2, r0
9: LoadConstUndefined r0

Block 4 (PC 23-24)
0: Ret r0

EXIT