

Function 0

Block 0 (PC 0-11)

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
10:	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:	JmpUndefined	L1, r5

Block 1 (PC 5-7) [L2]

0:	GetNextPName	r1, r5, r4, r3, r2
1:	JmpUndefined	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:	Jmp	L2

Block 3 (PC 13-24) [L1]

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
10:	Ret	r0

EXIT