```
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
```
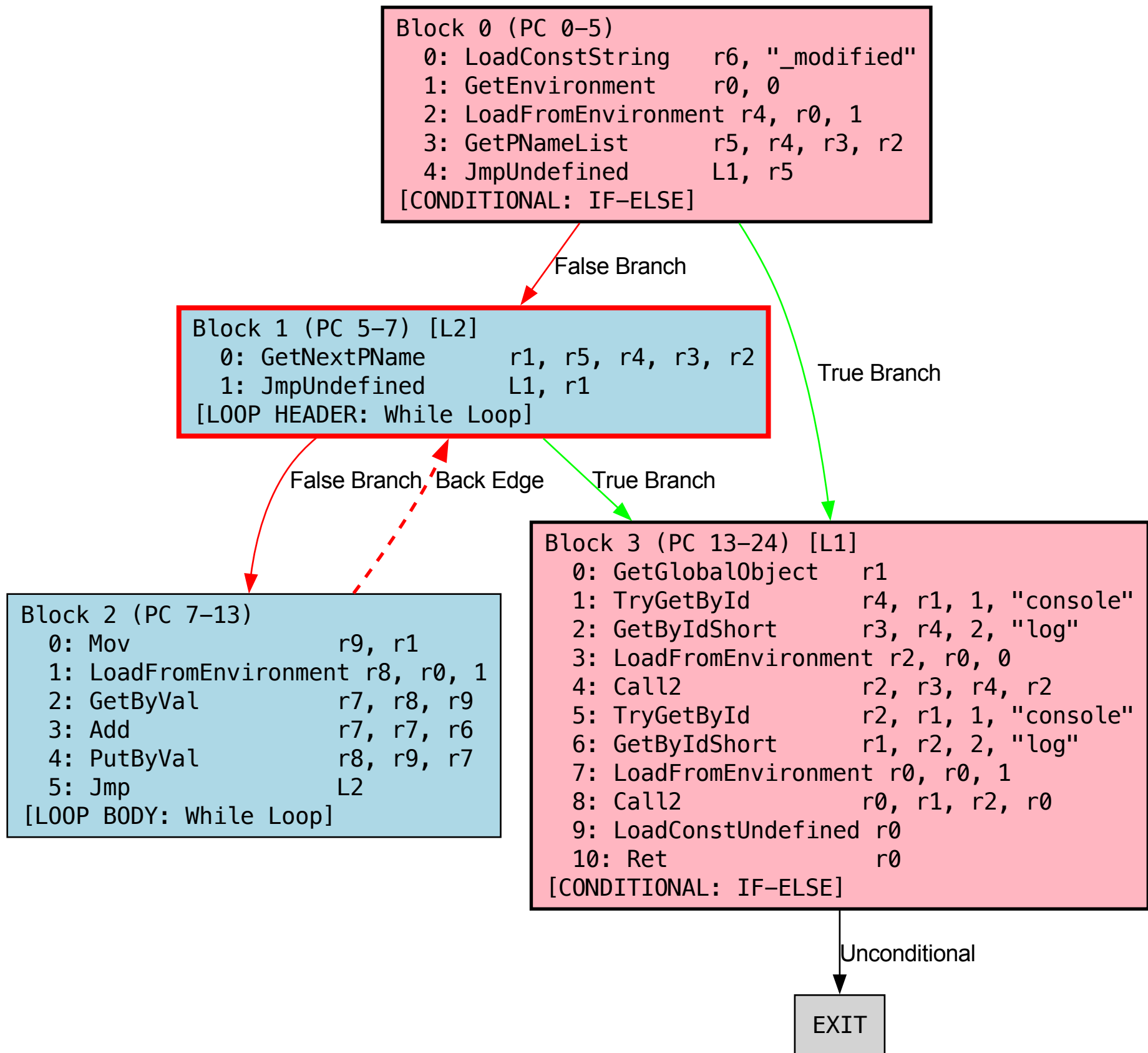
Unconditional

EXIT

Function 0

```
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
[CONDITIONAL: IF-ELSE]
```

False Branch

True Branch

```
Block 1 (PC 5–7) [L2]
   0: GetNextPName        r1, r5, r4, r3, r2
   1: JmpUndefined        L1, r1
[LOOP HEADER: While Loop]
```

False Branch, Back Edge

True Branch

```
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
[LOOP BODY: While Loop]
```

```
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
[CONDITIONAL: IF-ELSE]
```

Unconditional

EXIT

Function 1