

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: GetEnvironment r0, 0  
1: LoadFromEnvironment r5, r0, 1  
2: LoadConstString r1, "\_modified"  
3: GetPNameList r6, r5, r4, r3  
4: ImpUndefined L1, r6

[CONDITIONAL: ELSE-IF CHAIN]

False Branch

Block 1 (PC 5-7) [L2]

0: GetNextPName r2, r6, r5, r4, r3  
1: ImpUndefined L1, r2

[LOOP HEADER: While Loop]

True Branch

False Branch Back Edge

True Branch

Block 2 (PC 7-13)

0: Mov r9, r2  
1: LoadFromEnvironment r8, r0, 1  
2: GetByVal r7, r8, r9  
3: Add r7, r7, r1  
4: PutByVal r8, r9, r7  
5: Imp 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

Unconditional

EXIT

Function 1