

Block 0 (PC 0-2)

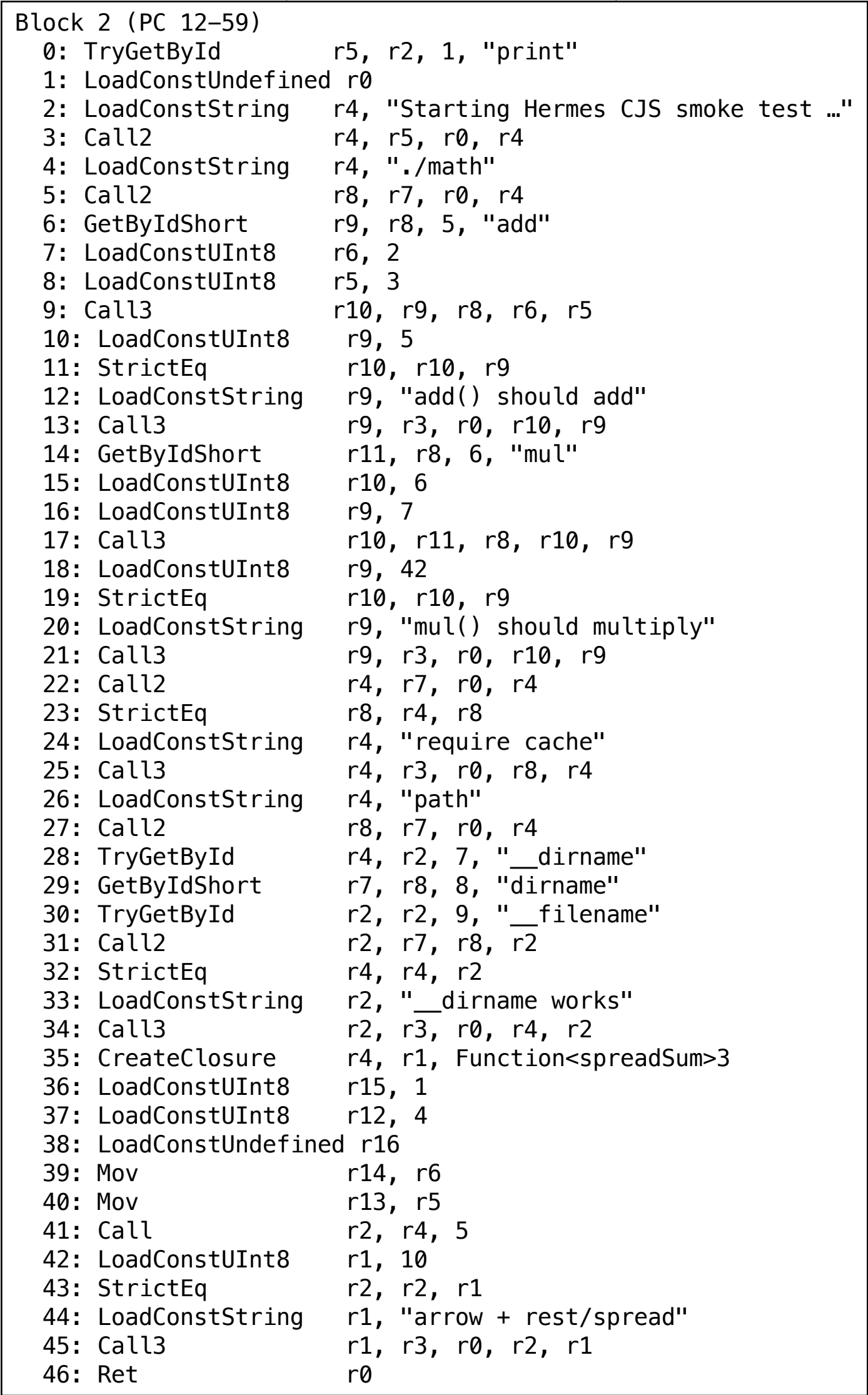
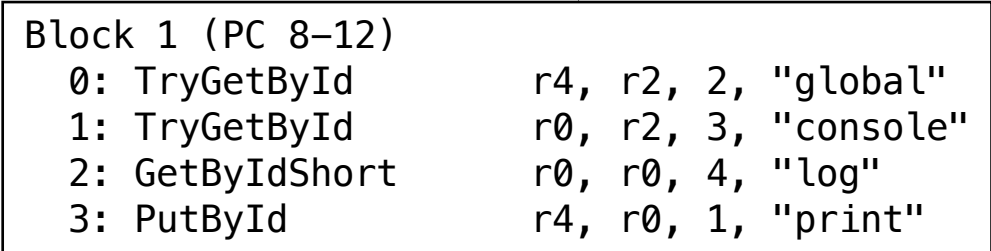
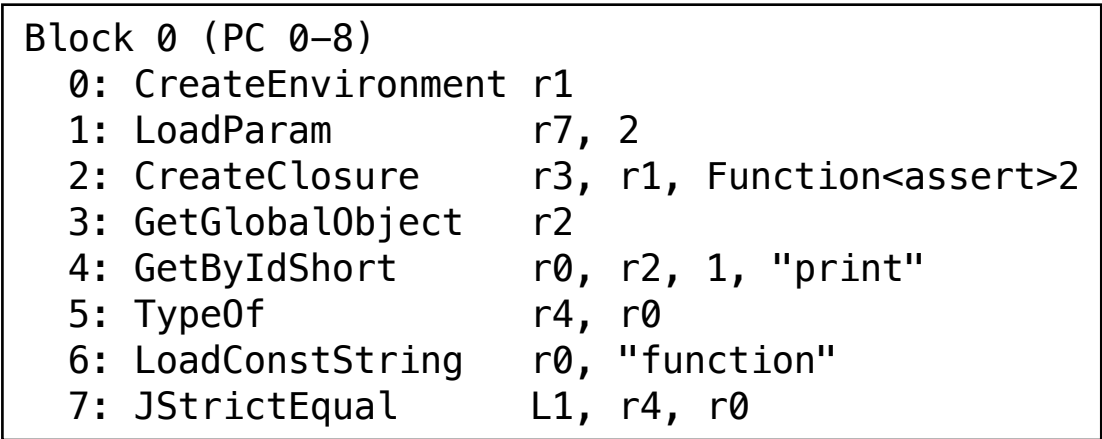
0: LoadConstUndefined r0

1: Ret r0

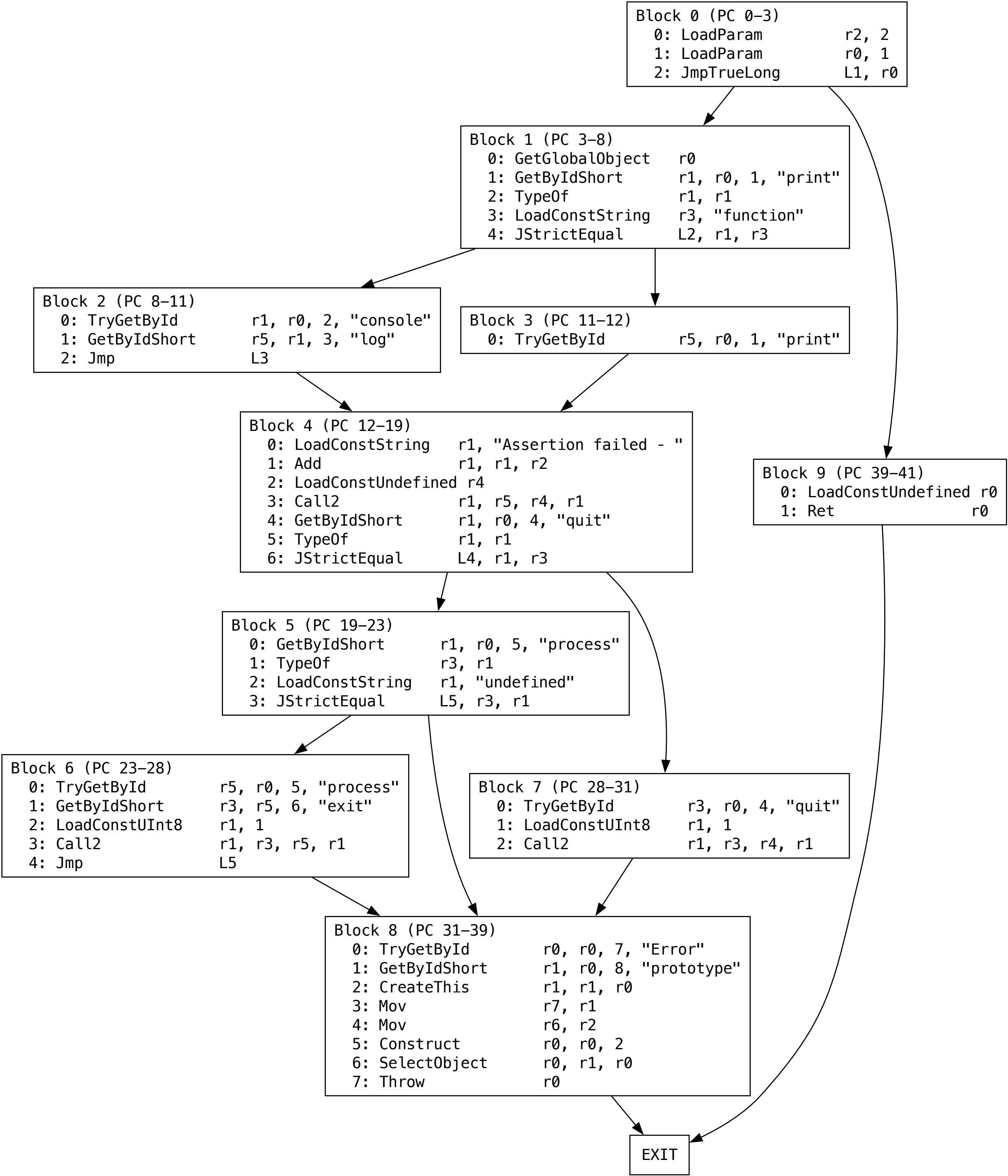


EXIT

Function 0



EXIT



Function 2

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



EXIT

Function 3

Block 0 (PC 0-4)

0:	LoadParam	r1, 1
1:	LoadParam	r0, 2
2:	Add	r0, r1, r0
3:	Ret	r0



EXIT

Function 4

Block 0 (PC 0-10)

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0: CreateEnvironment r0
1: CreateClosure    r2, r0, Function<add>7
2: LoadParam       r1, 1
3: PutById          r1, r2, 1, "add"
4: LoadParam       r1, 3
5: GetByIdShort     r1, r1, 1, "exports"
6: CreateClosure    r0, r0, Function<mul>6
7: PutById          r1, r0, 2, "mul"
8: LoadConstUndefined r0
9: Ret              r0
```



EXIT

Function 5

Block 0 (PC 0-4)

0:	LoadParam	r1, 1
1:	LoadParam	r0, 2
2:	Mul	r0, r1, r0
3:	Ret	r0



EXIT

Function 6

Block 0 (PC 0-4)

0:	LoadParam	r1, 1
1:	LoadParam	r0, 2
2:	Add	r0, r1, r0
3:	Ret	r0



EXIT

Function 7