

Function 0

Block 0 (PC 0-147)

```
0: DeclareGlobalVar  "useEverything"
1: CreateEnvironment r2
2: CreateClosure    r1, r2, Function<useEverything>1
3: GetGlobalObject  r0
4: PutById          r0, r1, 1, "useEverything"
5: NewArrayWithBuffer r1, 22, 5, 0
6: LoadConstInt     r6, -1
7: PutOwnByIndex    r1, r6, 5
8: LoadConstInt     r5, 2147483647
9: PutOwnByIndex    r1, r5, 6
10: LoadConstInt    r4, -2147483648
11: PutOwnByIndex   r1, r4, 7
12: LoadConstDouble r3, 2147483648
13: PutOwnByIndex   r1, r3, 8
14: TryGetById      r7, r0, 1, "Infinity"
15: PutOwnByIndex   r1, r7, 9
16: TryGetById      r7, r0, 1, "Infinity"
17: Negate          r7, r7
18: PutOwnByIndex   r1, r7, 10
19: TryGetById      r7, r0, 2, "NaN"
20: PutOwnByIndex   r1, r7, 11
21: LoadConstString r7, "str_0"
22: PutOwnByIndex   r1, r7, 12
23: LoadConstString r7, "str_1"
24: PutOwnByIndex   r1, r7, 13
25: LoadConstString r7, "str_2"
26: PutOwnByIndex   r1, r7, 14
27: LoadConstString r7, "str_3"
28: PutOwnByIndex   r1, r7, 15
29: LoadConstString r7, "str_4"
30: PutOwnByIndex   r1, r7, 16
31: LoadConstString r7, "str_5"
32: PutOwnByIndex   r1, r7, 17
33: LoadConstString r7, "str_6"
34: PutOwnByIndex   r1, r7, 18
35: LoadConstString r7, "str_7"
36: PutOwnByIndex   r1, r7, 19
37: LoadConstString r7, "str_8"
38: PutOwnByIndex   r1, r7, 20
39: LoadConstString r7, "str_9"
40: PutOwnByIndex   r1, r7, 21
41: StoreToEnvironment r2, 0, r1
42: NewArrayWithBuffer r1, 15, 15, 17
43: StoreToEnvironment r2, 1, r1
44: NewArrayWithBuffer r1, 16, 16, 18
45: StoreToEnvironment r2, 2, r1
46: NewArrayWithBuffer r1, 4095, 4095, 20
47: StoreToEnvironment r2, 3, r1
48: NewArrayWithBuffer r1, 4096, 4096, 20
49: StoreToEnvironment r2, 4, r1
50: NewArrayWithBuffer r1, 500, 500, 16407
51: StoreToEnvironment r2, 5, r1
52: LoadConstUInt8   r7, 1
53: NewObjectWithBuffer r1, 200, 200, 0, 0
54: StoreToEnvironment r2, 6, r1
55: NewObjectWithBuffer r1, 250, 250, 202, 802
56: StoreToEnvironment r2, 7, r1
57: NewArrayWithBuffer r1, 500, 500, 18307
58: StoreToEnvironment r2, 8, r1
59: NewObject          r1
60: NewObject          r8
61: NewObject          r9
62: NewArray           r10, 20
63: NewArrayWithBuffer r11, 3, 3, 19312
64: PutOwnByIndex      r10, r11, 0
65: NewArrayWithBuffer r11, 3, 3, 19325
66: PutOwnByIndex      r10, r11, 1
67: NewArrayWithBuffer r11, 3, 3, 19338
68: PutOwnByIndex      r10, r11, 2
69: NewArrayWithBuffer r11, 3, 3, 19351
70: PutOwnByIndex      r10, r11, 3
71: NewArrayWithBuffer r11, 3, 3, 19364
72: PutOwnByIndex      r10, r11, 4
73: NewArrayWithBuffer r11, 3, 3, 19377
74: PutOwnByIndex      r10, r11, 5
75: NewArrayWithBuffer r11, 3, 3, 19390
76: PutOwnByIndex      r10, r11, 6
77: NewArrayWithBuffer r11, 3, 3, 19403
78: PutOwnByIndex      r10, r11, 7
79: NewArrayWithBuffer r11, 3, 3, 19416
80: PutOwnByIndex      r10, r11, 8
81: NewArrayWithBuffer r11, 3, 3, 19429
82: PutOwnByIndex      r10, r11, 9
83: NewArrayWithBuffer r11, 3, 3, 19442
84: PutOwnByIndex      r10, r11, 10
85: NewArrayWithBuffer r11, 3, 3, 19455
86: PutOwnByIndex      r10, r11, 11
87: NewArrayWithBuffer r11, 3, 3, 19468
88: PutOwnByIndex      r10, r11, 12
89: NewArrayWithBuffer r11, 3, 3, 19481
90: PutOwnByIndex      r10, r11, 13
91: NewArrayWithBuffer r11, 3, 3, 19494
92: PutOwnByIndex      r10, r11, 14
93: NewArrayWithBuffer r11, 3, 3, 19507
94: PutOwnByIndex      r10, r11, 15
95: NewArrayWithBuffer r11, 3, 3, 19520
96: PutOwnByIndex      r10, r11, 16
97: NewArrayWithBuffer r11, 3, 3, 19533
98: PutOwnByIndex      r10, r11, 17
99: NewArrayWithBuffer r11, 3, 3, 19546
100: PutOwnByIndex     r10, r11, 18
101: NewArrayWithBuffer r11, 3, 3, 19559
102: PutOwnByIndex     r10, r11, 19
103: PutNewOwnByIdShort r9, r10, "arrays"
104: PutNewOwnByIdShort r8, r9, "level2"
105: PutNewOwnByIdShort r1, r8, "level1"
106: StoreToEnvironment r2, 9, r1
107: NewArrayWithBuffer r1, 18, 1, 16407
108: LoadConstDouble   r8, -0
109: PutOwnByIndex     r1, r8, 1
110: PutOwnByIndex     r1, r7, 2
111: PutOwnByIndex     r1, r6, 3
112: LoadConstUInt8   r6, 255
113: PutOwnByIndex     r1, r6, 4
114: LoadConstInt     r6, 256
115: PutOwnByIndex     r1, r6, 5
116: LoadConstInt     r6, 65535
117: PutOwnByIndex     r1, r6, 6
118: LoadConstInt     r6, 65536
119: PutOwnByIndex     r1, r6, 7
120: PutOwnByIndex     r1, r5, 8
121: PutOwnByIndex     r1, r4, 9
122: PutOwnByIndex     r1, r3, 10
123: LoadConstDouble  r3, 4294967295
124: PutOwnByIndex     r1, r3, 11
125: LoadConstDouble  r3, 4294967296
126: PutOwnByIndex     r1, r3, 12
127: TryGetById       r3, r0, 3, "Number"
128: GetById           r3, r3, 4, "MAX_SAFE_INTEGER"
129: PutOwnByIndex     r1, r3, 13
130: TryGetById       r3, r0, 3, "Number"
131: GetById           r3, r3, 5, "MIN_SAFE_INTEGER"
132: PutOwnByIndex     r1, r3, 14
133: TryGetById       r3, r0, 3, "Number"
134: GetById           r3, r3, 6, "EPSILON"
135: PutOwnByIndex     r1, r3, 15
136: TryGetById       r3, r0, 7, "Math"
137: GetById           r3, r3, 8, "PI"
138: PutOwnByIndex     r1, r3, 16
139: TryGetById       r3, r0, 7, "Math"
140: GetById           r3, r3, 9, "E"
141: PutOwnByIndex     r1, r3, 17
142: StoreToEnvironment r2, 10, r1
143: GetByIdShort      r1, r0, 10, "useEverything"
144: LoadConstUndefined r0
145: Call1             r0, r1, r0
146: Ret              r0
```

Uncond

EXIT

Function 1

Block 0 (PC 0-68)

```
0: GetGlobalObject  r1
1: TryGetById       r4, r1, 1, "console"
2: GetByIdShort     r3, r4, 2, "log"
3: GetEnvironment   r0, 0
4: LoadFromEnvironment r2, r0, 0
5: GetByIdShort     r2, r2, 3, "length"
6: Call2           r2, r3, r4, r2
7: TryGetById       r4, r1, 1, "console"
8: GetByIdShort     r3, r4, 2, "log"
9: LoadFromEnvironment r2, r0, 1
10: GetByIdShort    r2, r2, 3, "length"
11: Call2          r2, r3, r4, r2
12: TryGetById     r4, r1, 1, "console"
13: GetByIdShort   r3, r4, 2, "log"
14: LoadFromEnvironment r2, r0, 2
15: GetByIdShort   r2, r2, 3, "length"
16: Call2         r2, r3, r4, r2
17: TryGetById    r4, r1, 1, "console"
18: GetByIdShort  r3, r4, 2, "log"
19: LoadFromEnvironment r2, r0, 3
20: GetByIdShort  r2, r2, 3, "length"
21: Call2       r2, r3, r4, r2
22: TryGetById  r4, r1, 1, "console"
23: GetByIdShort r3, r4, 2, "log"
24: LoadFromEnvironment r2, r0, 4
25: GetByIdShort r2, r2, 3, "length"
26: Call2      r2, r3, r4, r2
27: TryGetById r4, r1, 1, "console"
28: GetByIdShort r3, r4, 2, "log"
29: LoadFromEnvironment r2, r0, 5
30: GetByIdShort r2, r2, 3, "length"
31: Call2      r2, r3, r4, r2
32: TryGetById r4, r1, 1, "console"
33: GetByIdShort r3, r4, 2, "log"
34: TryGetById  r6, r1, 4, "Object"
35: GetByIdShort r5, r6, 5, "keys"
36: LoadFromEnvironment r2, r0, 6
37: Call2       r2, r5, r6, r2
38: GetByIdShort r2, r2, 3, "length"
39: Call2      r2, r3, r4, r2
40: TryGetById  r4, r1, 1, "console"
41: GetByIdShort r3, r4, 2, "log"
42: TryGetById  r6, r1, 4, "Object"
43: GetByIdShort r5, r6, 5, "keys"
44: LoadFromEnvironment r2, r0, 7
45: Call2       r2, r5, r6, r2
46: GetByIdShort r2, r2, 3, "length"
47: Call2      r2, r3, r4, r2
48: TryGetById  r4, r1, 1, "console"
49: GetByIdShort r3, r4, 2, "log"
50: LoadFromEnvironment r2, r0, 8
51: GetByIdShort r2, r2, 3, "length"
52: Call2      r2, r3, r4, r2
53: TryGetById  r4, r1, 1, "console"
54: GetByIdShort r3, r4, 2, "log"
55: LoadFromEnvironment r2, r0, 9
56: GetByIdShort r2, r2, 6, "level1"
57: GetByIdShort r2, r2, 7, "level2"
58: GetByIdShort r2, r2, 8, "arrays"
59: GetByIdShort r2, r2, 3, "length"
60: Call2      r2, r3, r4, r2
61: TryGetById r2, r1, 1, "console"
62: GetByIdShort r1, r2, 2, "log"
63: LoadFromEnvironment r0, r0, 10
64: GetByIdShort r0, r0, 3, "length"
65: Call2      r0, r1, r2, r0
66: LoadConstString r0, "all used"
67: Ret        r0
```

Uncond

EXIT