```
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

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: JmpUndefined L1, r6
                          [CONDITIONAL: IF-ELSE]
                                     False Branch
            Block 1 (PC 5-7) [L2]
                              r2, r6, r5, r4, r3
             0: GetNextPName
                                                        True Branch
              1: JmpUndefined L1, r2
            [LOOP HEADER: While Loop]
                   False Branch, Back Edge
                                        True Branch
                                    Block 3 (PC 13-24) [L1]
                                      0: GetGlobalObject
                                                          r1
                                      1: TryGetById r4, r1, 1, "console"
Block 2 (PC 7-13)
                                      2: GetByIdShort r3, r4, 2, "log"
                      r9, r2
 0: Mov
                                      3: LoadFromEnvironment r2, r0, 0
 1: LoadFromEnvironment r8, r0, 1
                                                          r2, r3, r4, r2
                                      4: Call2
              r7, r8, r9
 2: GetByVal
                                      5: TryGetById
                                                          r2, r1, 1, "console"
 3: Add
                     r7, r7, r1
                                                          r1, r2, 2, "log"
                                      6: GetByIdShort
 4: PutByVal
                   r8, r9, r7
                                      7: LoadFromEnvironment r0, r0, 1
 5: Jmp
                      12
                                      8: Call2
                                                           r0, r1, r2, r0
[LOOP BODY: While Loop]
                                      9: LoadConstUndefined r0
                                      10: Ret
                                                            r0
                                     [CONDITIONAL: IF-ELSE]
                                                          Unconditional
                                                       EXIT
```

Function 1