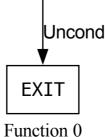
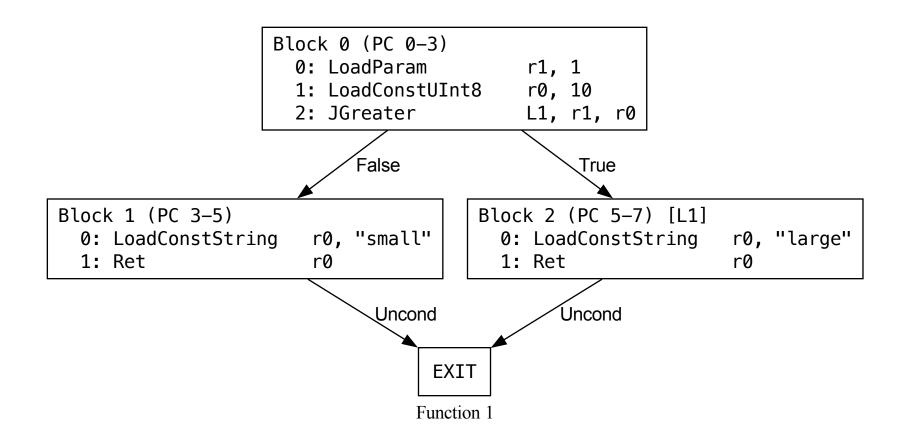
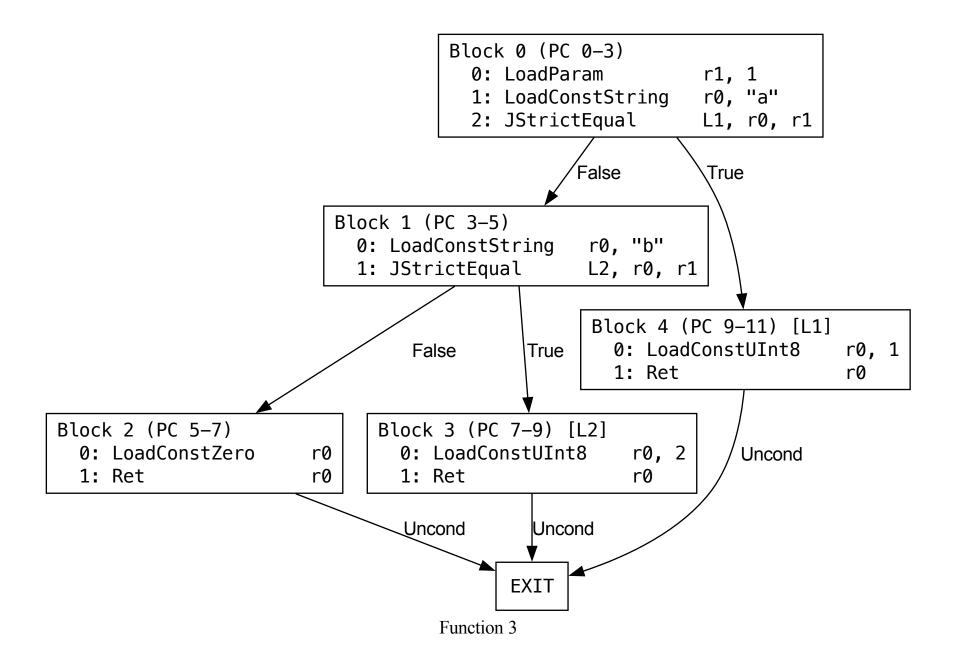
```
Block 0 (PC 0-33)
 0: DeclareGlobalVar
                       "ifElseTest"
                       "forLoopTest"
  1: DeclareGlobalVar
  2: DeclareGlobalVar
                       "switchTest"
 3: DeclareGlobalVar
                       "whileTest"
                       "tryCatchTest"
  4: DeclareGlobalVar
                       "asyncAwaitTest"
  5: DeclareGlobalVar
                       "promiseChainTest"
 6: DeclareGlobalVar
                       "generatorTest"
  7: DeclareGlobalVar
 8: DeclareGlobalVar
                       "callbackTest"
 9: CreateEnvironment r1
                        r0, r1, Function<ifElseTest>1
  10: CreateClosure
 11: GetGlobalObject
                        r2
                        r2, r0, 1, "ifElseTest"
  12: PutById
 13: CreateClosure
                        r0, r1, Function<forLoopTest>2
 14: PutById
                        r2, r0, 2, "forLoopTest"
 15: CreateClosure
                        r0, r1, Function<switchTest>3
                        r2, r0, 3, "switchTest"
  16: PutById
                        r0. r1. Function<whileTest>4
  17: CreateClosure
                        r2, r0, 4, "whileTest"
 18: PutById
 19: CreateClosure
                        r0, r1, Function<tryCatchTest>5
                        r2, r0, 5, "tryCatchTest"
 20: PutById
 21: CreateAsyncClosure r0, r1, Function<asyncAwaitTest>6
                        r2, r0, 6, "asyncAwaitTest"
 22: PutById
 23: CreateClosure
                        r0, r1, FunctionromiseChainTest>9
                        r2, r0, 7, "promiseChainTest"
 24: PutById
 25: CreateClosure
                        r0, r1, Function<generatorTest>12
                        r2, r0, 8, "generatorTest"
 26: PutById
                        r0, r1, Function<callbackTest>15
 27: CreateClosure
                        r2, r0, 9, "callbackTest"
 28: PutById
 29: CreateClosure
                        r0, r1, Function<sleep>17
 30: StoreToEnvironment r1, 0, r0
 31: LoadConstUndefined r0
 32: Ret
                        r0
```

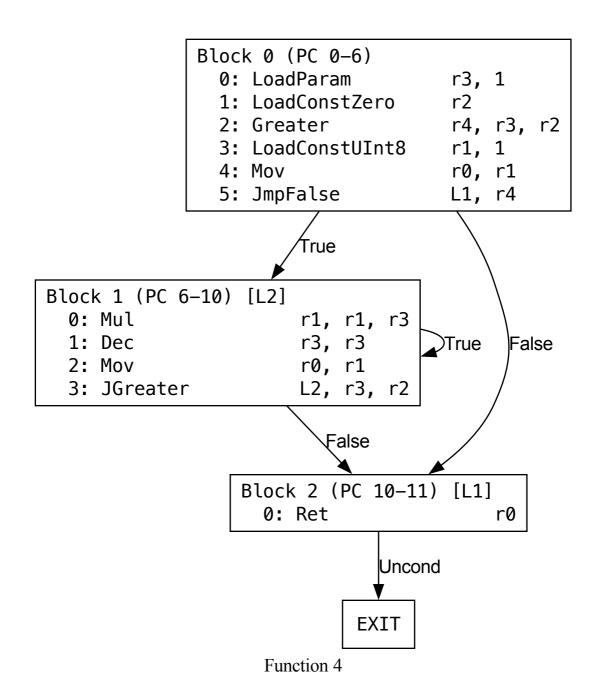


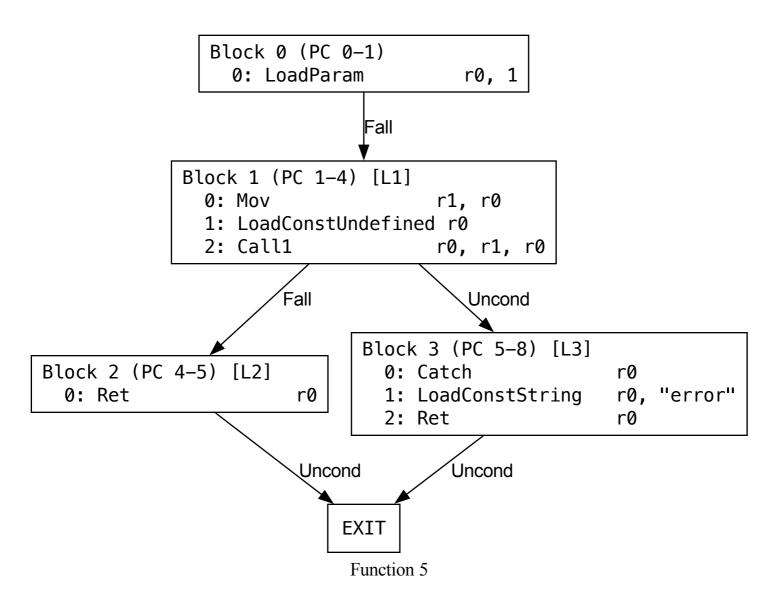


```
Block 0 (PC 0-8)
                          0: LoadParam
                                                 r5, 1
                                                 r1, r5, 1, "length"
                          1: GetByIdShort
                          2: LoadConstZero
                                                 r0
                          3: Less
                                                 r1, r0, r1
                                                 r4, 50
                          4: LoadConstUInt8
                          5: LoadConstZero
                                                 r3
                          6: LoadConstZero
                                                 r2
                          7: JmpFalse
                                                 L1, r1
                                        True
                Block 1 (PC 8-13) [L2]
                  0: GetByVal
                                         r1, r5, r2
                  1: Add
                                         r7, r3, r1
                  2: Mov
                                         r1, r2
                  3: Mov
                                         r0, r7
                  4: JGreater
                                         L1, r0, r4
                        False/True
                                                        False
Block 2 (PC 13-18)
  0: Inc
                        r2, r1
  1: GetByIdShort
                        r1, r5, 1, "length"
                                                  True
                        r3, r7
  2: Mov
  3: Mov
                        r0, r3
  4: JLess
                        L2, r2, r1
                                         False
                                     Block 3 (PC 18-19) [L1]
                                       0: Ret
                                                              r0
                                                  Uncond
                                                EXIT
```

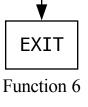
Function 2







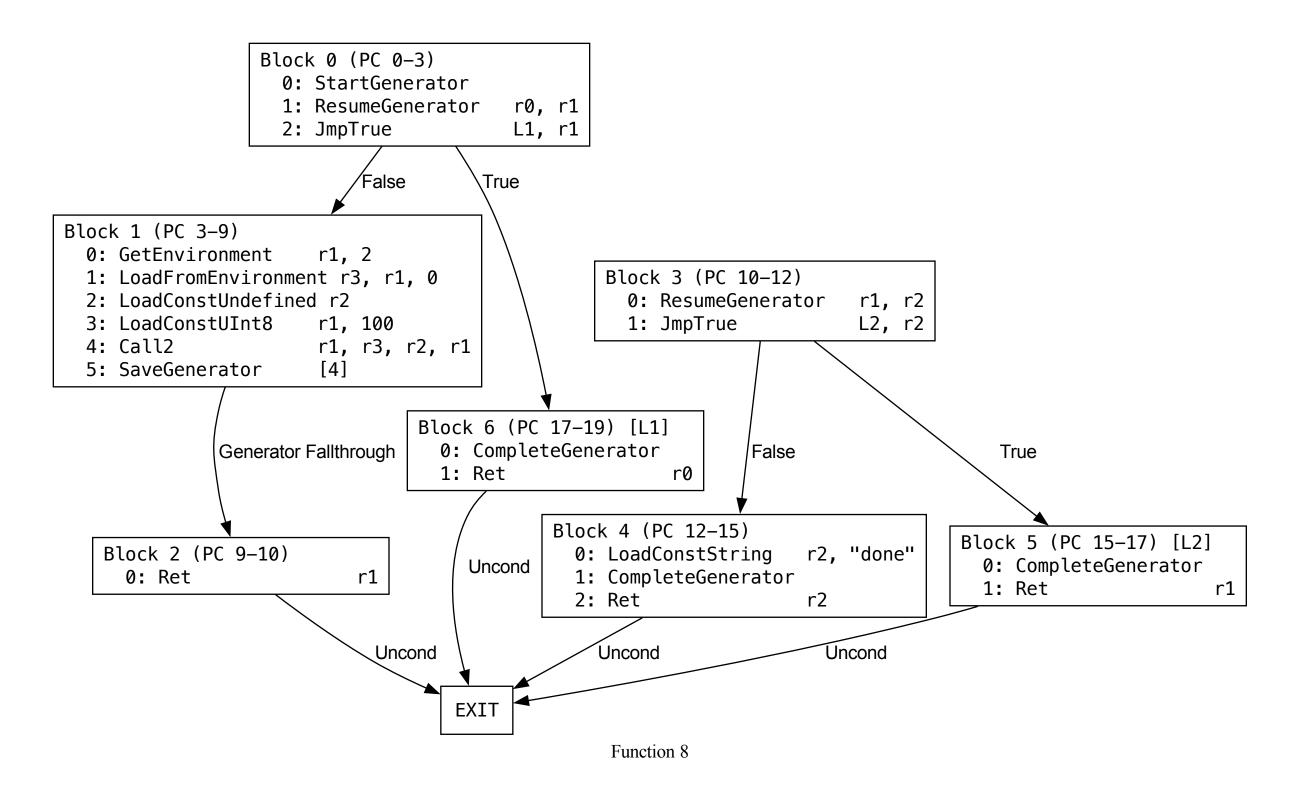
```
Block 0 (PC 0-10)
  0: LoadConstUndefined r4
  1: LoadConstUndefined r0
  2: ReifyArguments
  3: Mov
                     r3, r0
  4: GetBuiltinClosure r2, 52
  5: CreateEnvironment r0
  6: CreateGeneratorClosure r1, r0, Function<?anon_0_asyncAwaitTest>7
  7: LoadThisNS
                       r0
  8: Call4
                       r0, r2, r4, r1, r0, r3
  9: Ret
                       r0
```

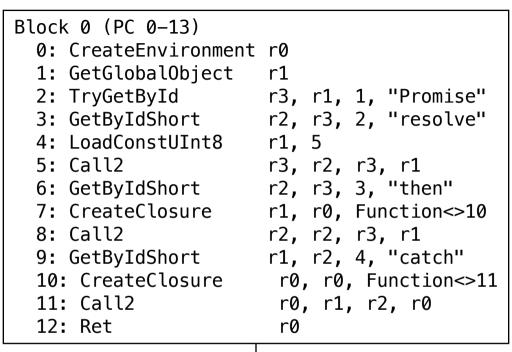


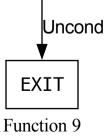
Uncond

```
Block 0 (PC 0-3)
  0: CreateEnvironment r0
  1: CreateGenerator r0, r0, Function<?anon_0_?anon_0_asyncAwaitTest>8
  2: Ret
                       r0
                                     Uncond
                                  EXIT
```

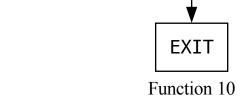
Function 7

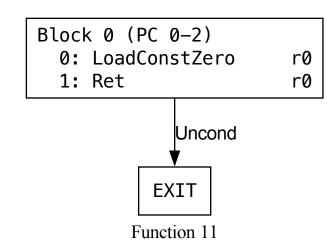




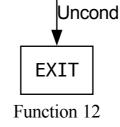


```
Block 0 (PC 0-4)
0: LoadParam r1, 1
1: LoadConstUInt8 r0, 2
2: Mul r0, r1, r0
3: Ret r0
```

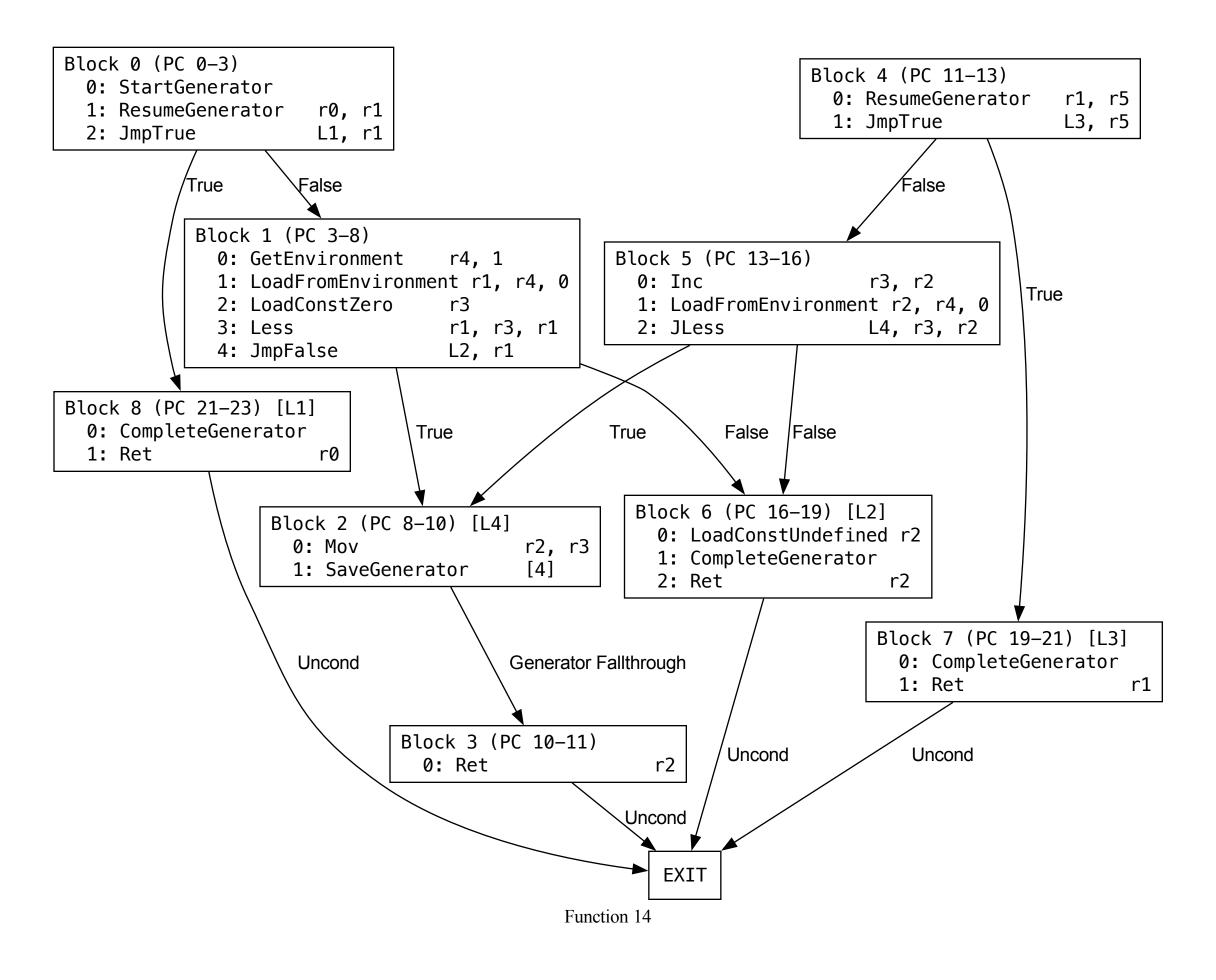




```
Block 0 (PC 0-11)
 0: CreateEnvironment r0
 1: LoadParam r1, 1
 2: StoreToEnvironment r0, 0, r1
 3: CreateGeneratorClosure r1, r0, Function<gen>13
 4: LoadConstUndefined r0
 5: Call1 r4, r1, r0
 6: NewArray
                  r0, 0
 7: LoadConstZero r3
                  r5, r0
 8: Mov
 9: CallBuiltin
                  r1, 46, 4
 10: Ret
                     r0
```



```
Block 0 (PC 0-3)
  0: CreateEnvironment r0
  1: CreateGenerator r0, r0, Function<?anon_0_gen>14
  2: Ret
                        r0
                            Uncond
                          EXIT
                        Function 13
```



```
Block 0 (PC 0-10)
 0: CreateEnvironment r1
 1: LoadParam r0, 1
 2: StoreToEnvironment r1, 0, r0
 3: GetGlobalObject r0
 4: TryGetById r3, r0, 1, "setTimeout"
 5: LoadConstUndefined r0
 6: CreateClosure r2, r1, Function<>16
 7: LoadConstUInt8 r1, 50
 8: Call3
                     r1, r3, r0, r2, r1
 9: Ret
                     r0
```



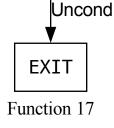
1011 13

Uncond

```
Block 0 (PC 0-6)
  0: GetEnvironment r0, 0
  1: LoadFromEnvironment r2, r0, 0
  2: LoadConstUndefined r1
  3: LoadConstString r0, "callback"
  4: Call2
                       r0, r2, r1, r0
  5: Ret
                       r0
                   Uncond
                 EXIT
```

Function 16

```
Block 0 (PC 0-12)
 0: CreateEnvironment r0
 1: LoadParam r1, 1
 2: StoreToEnvironment r0, 0, r1
 3: GetGlobalObject r1
 4: TryGetById r2, r1, 1, "Promise"
 5: GetByIdShort r1, r2, 2, "prototype"
 6: CreateThis r1, r1, r2
 7: CreateClosure r3, r0, Function<>18
 8: Mov
                    r4, r1
 9: Construct
                  r0, r2, 2
 10: SelectObject
                   r0, r1, r0
 11: Ret
                     r0
```



```
Block 0 (PC 0-8)
 0: GetGlobalObject r0
 1: TryGetById r3, r0, 1, "setTimeout"
 2: GetEnvironment r0, 0
 3: LoadFromEnvironment r2, r0, 0
 4: LoadConstUndefined r1
 5: LoadParam r0, 1
 6: Call3
                      r0, r3, r1, r0, r2
 7: Ret
                      r0
                      Uncond
                    EXIT
```

Function 18