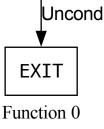
```
Block 0 (PC 0-11)
 0: DeclareGlobalVar "main"
  1: CreateEnvironment r1
 2: CreateClosure r2, r1, Function<main>1
 3: GetGlobalObject r0
 4: PutById
             r0, r2, 1, "main"
 5: NewArrayWithBuffer r0, 360, 360, 0
 6: StoreToEnvironment r1, 0, r0
 7: NewObjectWithBuffer r0, 12, 12, 0, 0
 8: StoreToEnvironment r1, 1, r0
 9: LoadConstUndefined r0
  10: Ret
                       r0
```



```
Block 0 (PC 0-5)
                                                   r6. " modified"
                             0: LoadConstString
                              1: GetEnvironment
                                                   r0.0
                             2: LoadFromEnvironment r4, r0, 1
                             3: GetPNameList
                                                   r5, r4, r3, r2
                              4: JmpUndefined
                                                   L1. r5
                                       False
           Block 1 (PC 5-7) [L2]
             0: GetNextPName
                                   r1, r5, r4, r3, r2
                                                          True
             1: JmpUndefined
                                   L1, r1
                       False /Uncond
                                          True
                                       Block 3 (PC 13-24) [L1]
                                         0: GetGlobalObject
                                                              r1
                                         1: TryGetById
                                                              r4, r1, 1, "console"
Block 2 (PC 7-13)
                                                              r3, r4, 2, "log"
                                         2: GetByIdShort
  0: Mov
                       r9, r1
                                         3: LoadFromEnvironment r2, r0, 0
  1: LoadFromEnvironment r8, r0, 1
                                         4: Call2
                                                              r2, r3, r4, r2
  2: GetByVal
                       r7, r8, r9
                                         5: TryGetById
                                                              r2, r1, 1, "console"
  3: Add
                       r7, r7, r6
                                         6: GetByIdShort
                                                              r1, r2, 2, "log"
  4: PutByVal
                       r8, r9, r7
                                         7: LoadFromEnvironment r0, r0, 1
  5: Jmp
                       L2
                                         8: Call2
                                                               r0, r1, r2, r0
                                         9: LoadConstUndefined r0
                                         10: Ret
                                                                r0
                                                             Uncond
                                                           EXIT
```

Function 1