```
Block 0 (PC 0-10)
  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
  8: Mov                r5, r0
  9: CallBuiltin        r1, 46, 4
```

```
Block 1 (PC 10-11)
  0: Ret                          r0
```

```
EXIT
```

Function 12