```
0: CreateEnvironment r0
                                      r5, 2
               1: LoadParam
                                      r4, r0, Function<assert>2
               2: CreateClosure
               3: GetGlobalObject
                                      r2
               4: GetByIdShort
                                      r1, r2, 1, "print"
               5: Type0f
                                      r3, r1
               6: LoadConstString
                                      r1, "function"
               7: AsyncBreakCheck
               8: JStrictEqual
                                      L1, r3, r1
Block 1 (PC 9-14)
  0: TryGetById
                        r3, r2, 2, "globalThis"
                        r1, r2, 2, "globalThis"
  1: TryGetById
                        r1, r1, 3, "console"
  2: GetByIdShort
                        r1, r1, 4, "log"
  3: GetByIdShort
                        r3, r1, 1, "print"
  4: PutById
      Block 2 (PC 14-63)
        0: TryGetById
                               r6, r2, 1, "print"
        1: LoadConstUndefined r1
                               r3, "Starting Hermes CJS smoke test ..."
        2: LoadConstString
        3: Call2
                               r3, r6, r1, r3
                               r3, "math"
        4: LoadConstString
        5: Call2
                               r8, r5, r1, r3
                               r9, r8, 5, "add"
        6: GetByIdShort
                               r7,
        7: LoadConstUInt8
                                   2
                               r6, 3
        8: LoadConstUInt8
        9: Call3
                               r10, r9, r8, r7, r6
        10: LoadConstUInt8
                                r9, 5
                                r10, r10, r9
        11: StrictEq
                                r9, "add() should add"
        12: LoadConstString
                                r9, r4, r1, r10, r9
        13: Call3
        14: GetByIdShort
                                r11, r8, 6, "mul"
                                r10, 6
        15: LoadConstUInt8
        16: LoadConstUInt8
                                r9, 7
        17: Call3
                                r10, r11, r8, r10, r9
        18: LoadConstUInt8
                                r9, 42
        19: StrictEq
                                r10, r10, r9
                                r9, "mul() should multiply"
        20: LoadConstString
        21: Call3
                                r9, r4, r1, r10, r9
        22: Call2
                                r3, r5, r1, r3
        23: StrictEq
                                r8, r3, r8
        24: LoadConstString
                                r3, "require cache"
        25: Call3
                                r3, r4, r1, r8, r3
                                   "path"
        26: LoadConstString
                                r3,
                                r8, r5, r1, r3
        27: Call2
                                r3, r2, 2, "globalThis" r3, r3, 7, "__dirname"
        28: TryGetById
        29: GetByIdShort
                                r5, r8, 8, "dirname"
        30: GetByIdShort
                                r2, r2, 2, "globalThis"
        31: TryGetById
                                r2, r2, 9, "__filename"
        32: GetByIdShort
        33: Call2
                                r2, r5, r8, r2
        34: StrictEq
                                r3, r3, r2
                                r2, "__dirname works"
        35: LoadConstString
        36: Call3
                                r2, r4, r1, r3, r2
        37: CreateClosure
                                r5, r0, Function<spreadSum>3
        38: LoadConstUInt8
                                r15, 1
        39: LoadConstUInt8
                                r12, 4
        40: LoadConstUndefined r16
                                r14, r7
        41: Mov
        42: Mov
                                r13, r6
                                r3, r5, 5
        43: Call
        44: LoadConstUInt8
                                r2, 10
        45: StrictEq
                                r3, r3, r2
        46: LoadConstString
                                r2, "arrow + rest/spread"
        47: Call3
                                r2, r4, r1, r3, r2
        48: Ret
                                r1
                                     EXIT
```

Block 0 (PC 0-9)