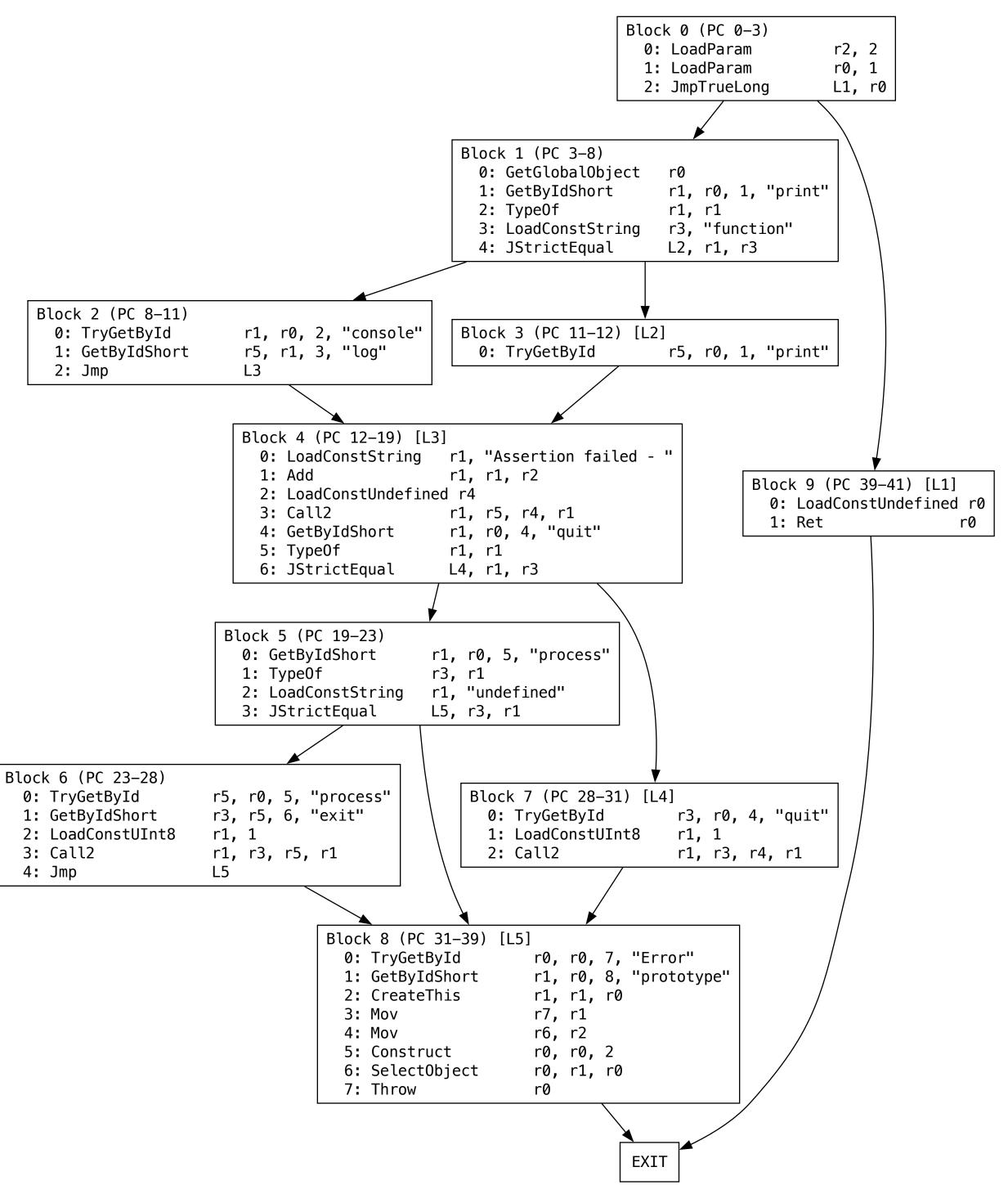


```
Block 0 (PC 0-8)
            0: CreateEnvironment r1
                                   r7, 2
             1: LoadParam
                                   r3, r1, Function<assert>2
            2: CreateClosure
            3: GetGlobalObject
                                   r2
            4: GetByIdShort
                                   r0, r2, 1, "print"
            5: Type0f
                                   r4, r0
                                   r0, "function"
            6: LoadConstString
                                  L1, r4, r0
             7: JStrictEqual
Block 1 (PC 8-12)
                        r4, r2, 2, "global"
  0: TryGetById
                        r0, r2, 3, "console"
  1: TryGetById
                        r0, r0, 4, "log"
  2: GetByIdShort
                        r4, r0, 1, "print"
  3: PutById
    Block 2 (PC 12-59) [L1]
                            r5, r2, 1, "print"
      0: TryGetById
      1: LoadConstUndefined r0
                            r4, "Starting Hermes CJS smoke test ..."
      2: LoadConstString
      3: Call2
                            r4, r5, r0, r4
                            r4, "./math"
      4: LoadConstString
                            r8, r7, r0, r4
      5: Call2
                            r9, r8, 5, "add"
      6: GetByIdShort
      7: LoadConstUInt8
                            r6, 2
                            r5, 3
      8: LoadConstUInt8
      9: Call3
                            r10, r9, r8, r6, r5
                             r9, 5
      10: LoadConstUInt8
      11: StrictEq
                             r10, r10, r9
                             r9, "add() should add"
      12: LoadConstString
                             r9, r3, r0, r10, r9
      13: Call3
                             r11, r8, 6, "mul"
      14: GetByIdShort
      15: LoadConstUInt8
                             r10, 6
      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
                             r9, r3, r0, r10, r9
      21: Call3
      22: Call2
                             r4, r7, r0, r4
      23: StrictEq
                             r8, r4, r8
      24: LoadConstString
                             r4, "require cache"
      25: Call3
                             r4, r3, r0, r8, r4
                             r4, "path"
      26: LoadConstString
      27: Call2
                             r8, r7, r0, r4
                             r4, r2, 7, "__dirname"
      28: TryGetById
                            r7, r8, 8, "dirname"
      29: GetByIdShort
      30: TryGetById
                             r2, r2, 9, "__filename"
                             r2, r7, r8, r2
      31: Call2
      32: StrictEq
                             r4, r4, r2
                             r2, "__dirname works"
      33: LoadConstString
                             r2, r3, r0, r4, r2
      34: Call3
      35: CreateClosure
                             r4, r1, Function<spreadSum>3
      36: LoadConstUInt8
                             r15, 1
      37: LoadConstUInt8
                             r12, 4
      38: LoadConstUndefined r16
                             r14, r6
      39: Mov
      40: Mov
                             r13, r5
      41: Call
                             r2, r4, 5
      42: LoadConstUInt8
                             r1, 10
                             r2, r2, r1
      43: StrictEq
                             r1, "arrow + rest/spread"
      44: LoadConstString
      45: Call3
                             r1, r3, r0, r2, r1
      46: Ret
                             r0
```



Function 2

```
Block 0 (PC 0-8)

0: LoadConstZero r3

1: LoadConstZero r5

2: CallBuiltin r2, 45, 2

3: GetByIdShort r1, r2, 1, "reduce"

4: CreateEnvironment r0

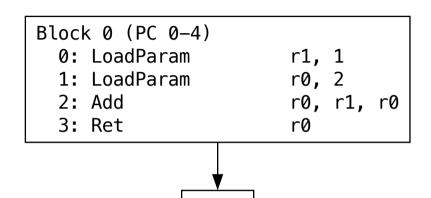
5: CreateClosure r0, r0, Function<>4

6: Call3 r0, r1, r2, r0, r3

7: Ret r0
```



tion 3



```
Block 0 (PC 0-10)
 0: CreateEnvironment r0
 1: CreateClosure r2, r0, Function<add>7
 2: LoadParam
                   r1, 1
                   r1, r2, 1, "add"
 3: PutById
 4: LoadParam
                     r1, 3
 5: GetByIdShort r1, r1, 1, "exports"
 6: CreateClosure r0, r0, Function<mul>6
 7: PutById
             r1, r0, 2, "mul"
 8: LoadConstUndefined r0
 9: Ret
                     r0
```



