

Block 0 (PC 0–30)

0: DeclareGlobalVar

"ifElseTest"

1: DeclareGlobalVar

"forLoopTest"

2: DeclareGlobalVar

"switchTest"

3: DeclareGlobalVar

"whileTest"

4: DeclareGlobalVar

"tryCatchTest"

5: DeclareGlobalVar

"asyncAwaitTest"

6: DeclareGlobalVar

"promiseChainTest"

7: DeclareGlobalVar

"generatorTest"

8: DeclareGlobalVar

"callbackTest"

9: CreateEnvironment

r1

10: CreateClosure

r0, r1, Function<ifElseTest>1

11: GetGlobalObject

r2

12: PutById

r2, r0, 1, "ifElseTest"

13: CreateClosure

r0, r1, Function<forLoopTest>2

14: PutById

r2, r0, 2, "forLoopTest"

15: CreateClosure

r0, r1, Function<switchTest>3

16: PutById

r2, r0, 3, "switchTest"

17: CreateClosure

r0, r1, Function<whileTest>4

18: PutById

r2, r0, 4, "whileTest"

19: CreateClosure

r0, r1, Function<tryCatchTest>5

20: PutById

r2, r0, 5, "tryCatchTest"

21: CreateAsyncClosure

r0, r1, Function<asyncAwaitTest>6

22: PutById

r2, r0, 6, "asyncAwaitTest"

23: CreateClosure

r0, r1, Function<promiseChainTest>9

24: PutById

r2, r0, 7, "promiseChainTest"

25: CreateClosure

r0, r1, Function<generatorTest>12

26: PutById

r2, r0, 8, "generatorTest"

27: CreateClosure

r0, r1, Function<callbackTest>15

28: PutById

r2, r0, 9, "callbackTest"

29: CreateClosure

r0, r1, Function<sleep>17

Block 2 (PC 31–32)

0: LoadConstUndefined

r0

Block 1 (PC 30–31)

0: StoreToEnvironment

r1, 0, r0

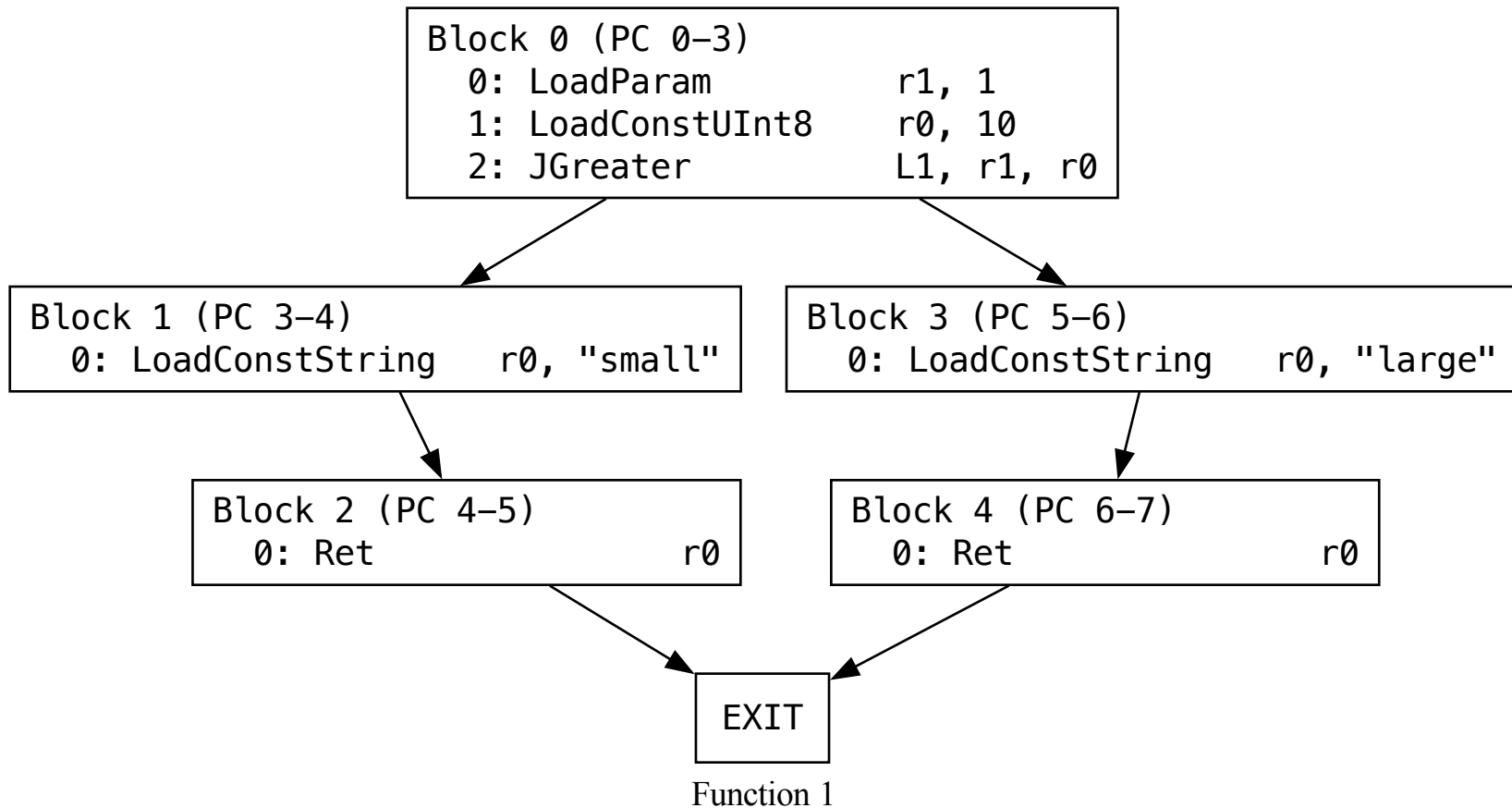
Block 3 (PC 32–33)

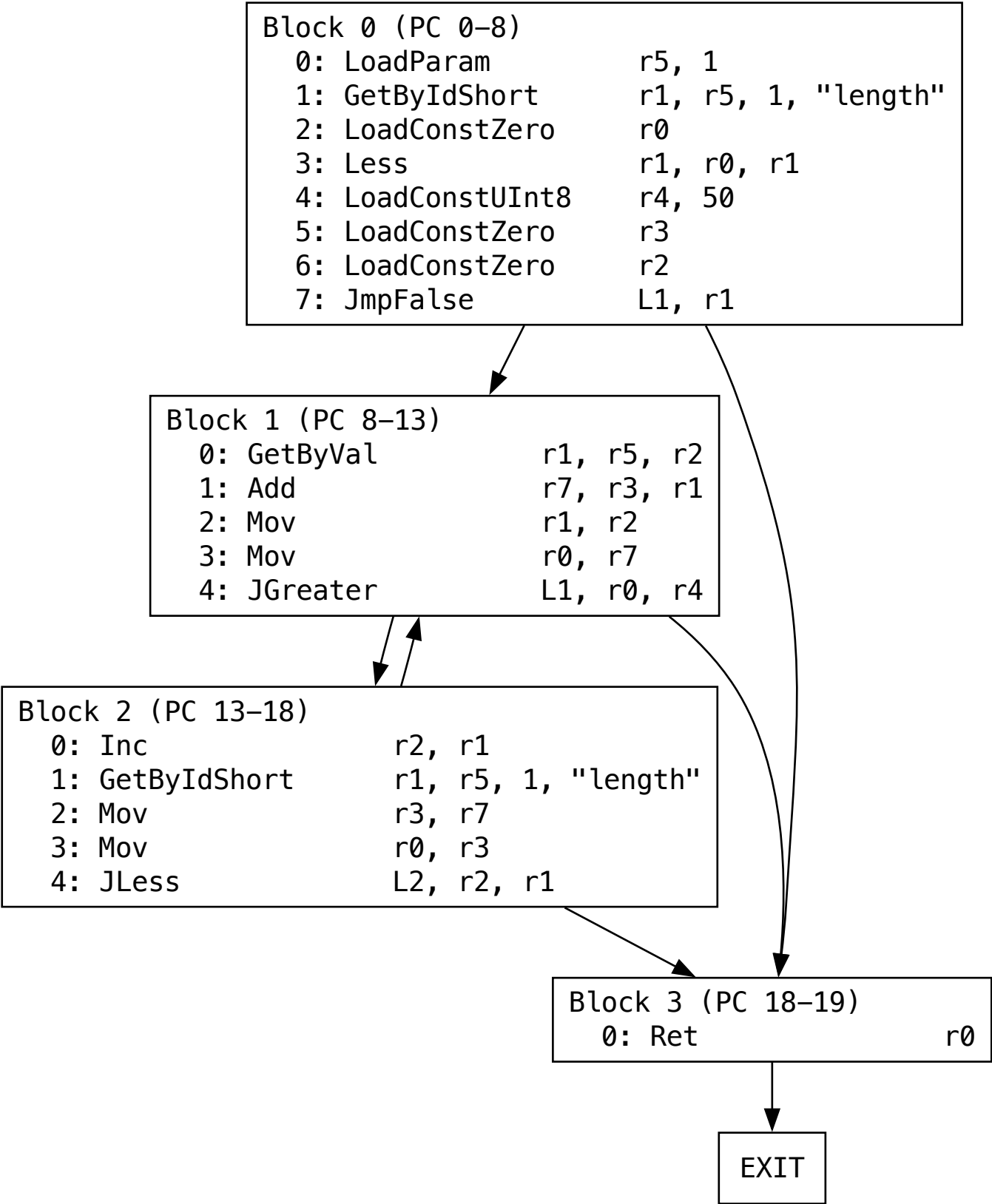
0: Ret

r0

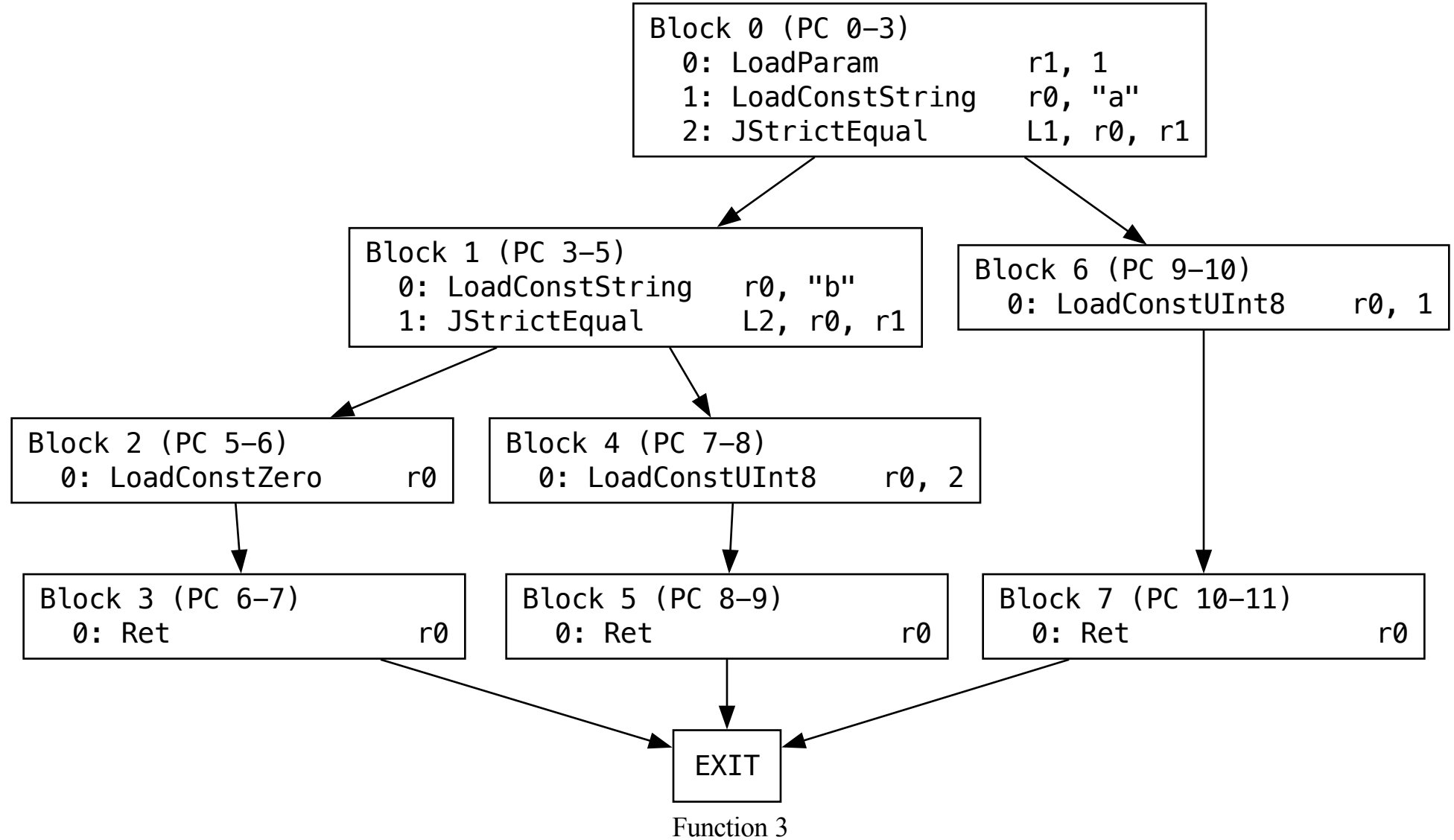
EXIT

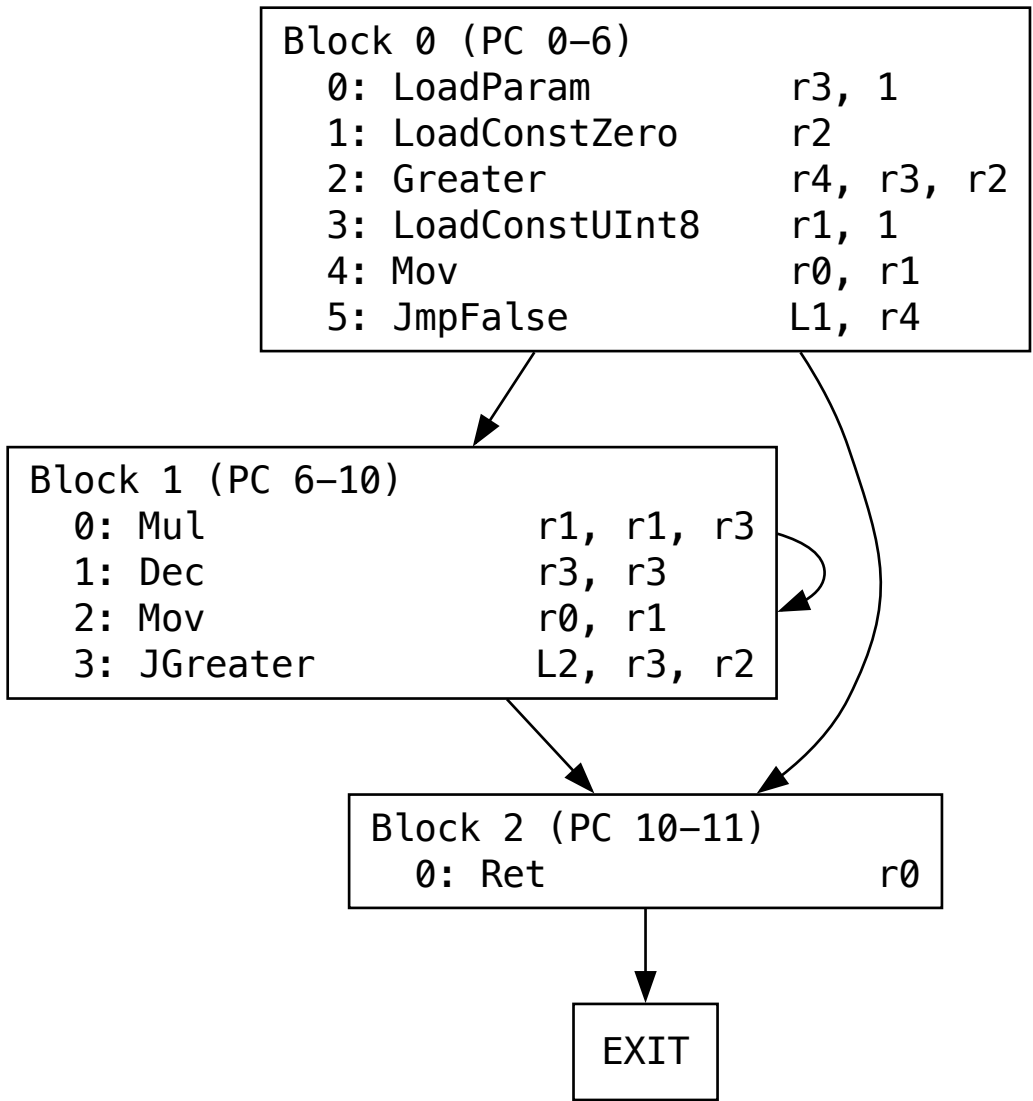
Function 0



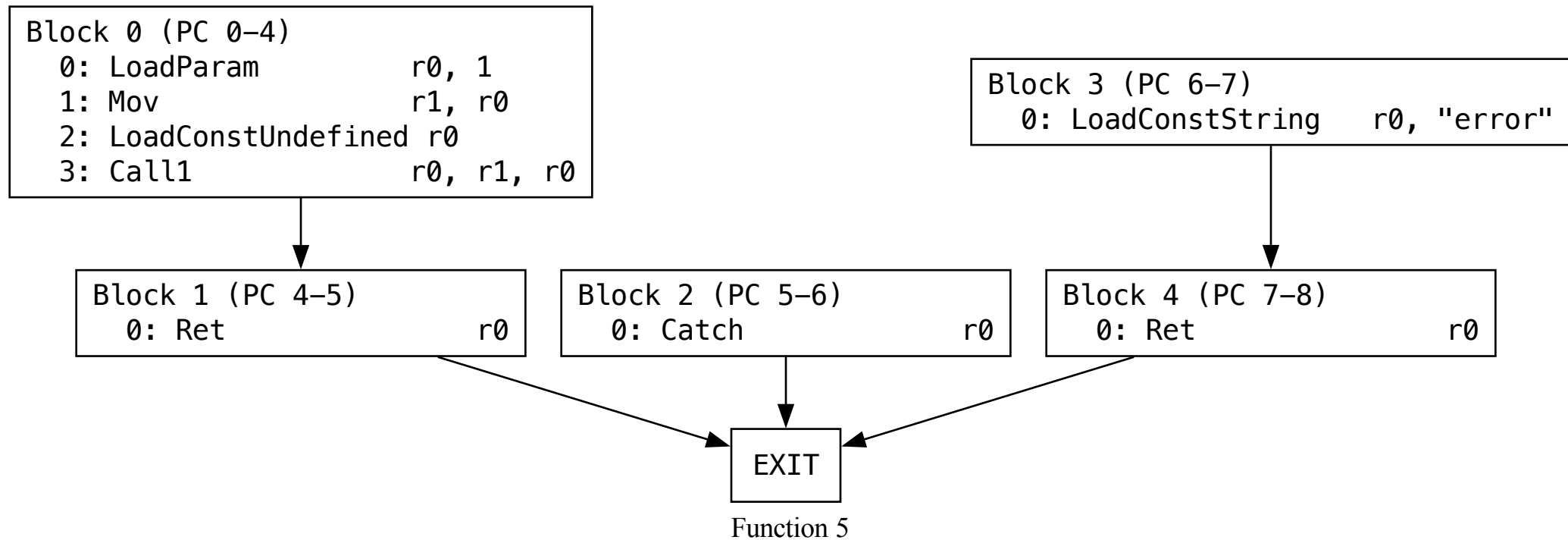


Function 2





Function 4



Block 0 (PC 0-9)

```
0: LoadConstUndefined r4
1: LoadConstUndefined r0
2: ReifyArguments      r0
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
```



Block 1 (PC 9-10)

```
0: Ret r0
```



EXIT

Function 6

Block 0 (PC 0-2)

0: CreateEnvironment r0

1: CreateGenerator r0, r0, Function<?anon_0_?anon_0_asyncAwaitTest>8



Block 1 (PC 2-3)

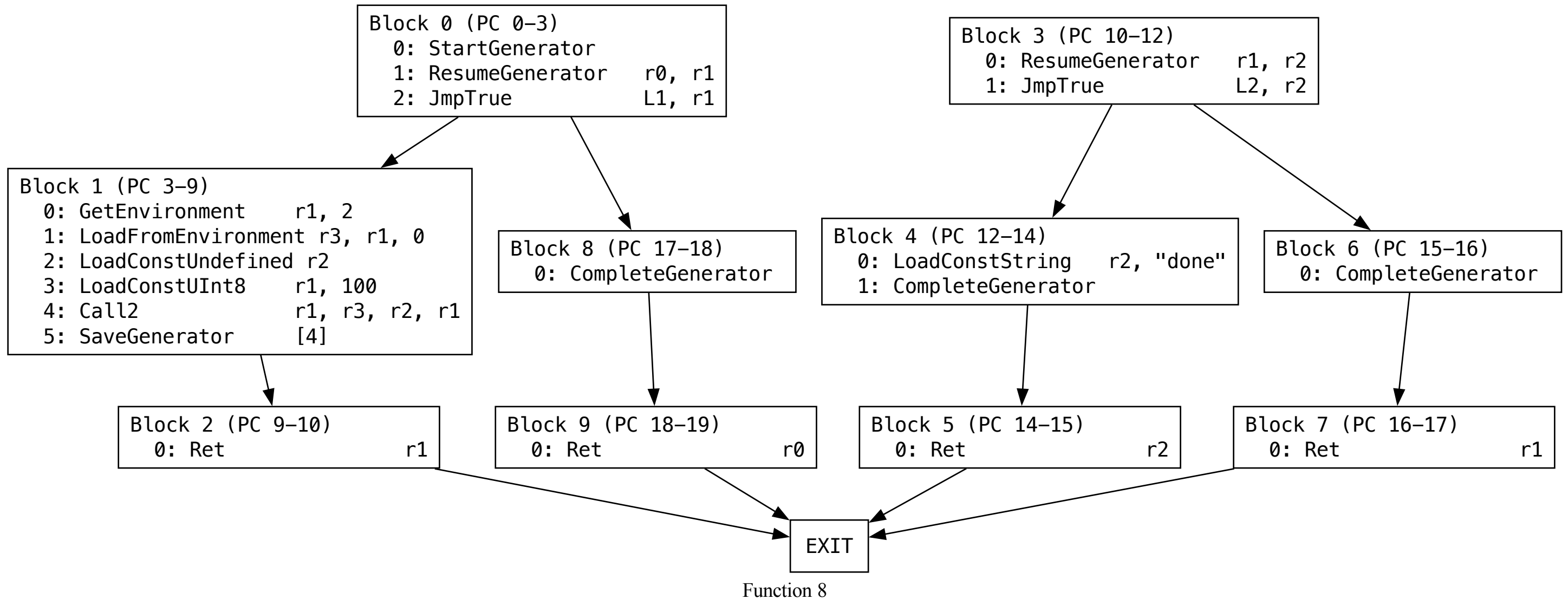
0: Ret

r0



EXIT

Function 7



Block 0 (PC 0-12)

0:	CreateEnvironment	r0
1:	GetGlobalObject	r1
2:	TryGetById	r3, r1, 1, "Promise"
3:	GetByIdShort	r2, r3, 2, "resolve"
4:	LoadConstUInt8	r1, 5
5:	Call2	r3, r2, r3, r1
6:	GetByIdShort	r2, r3, 3, "then"
7:	CreateClosure	r1, r0, Function<>10
8:	Call2	r2, r2, r3, r1
9:	GetByIdShort	r1, r2, 4, "catch"
10:	CreateClosure	r0, r0, Function<>11
11:	Call2	r0, r1, r2, r0



Block 1 (PC 12-13)

0: Ret

r0



EXIT

Function 9

Block 0 (PC 0-3)

0: LoadParam	r1, 1
1: LoadConstUInt8	r0, 2
2: Mul	r0, r1, r0



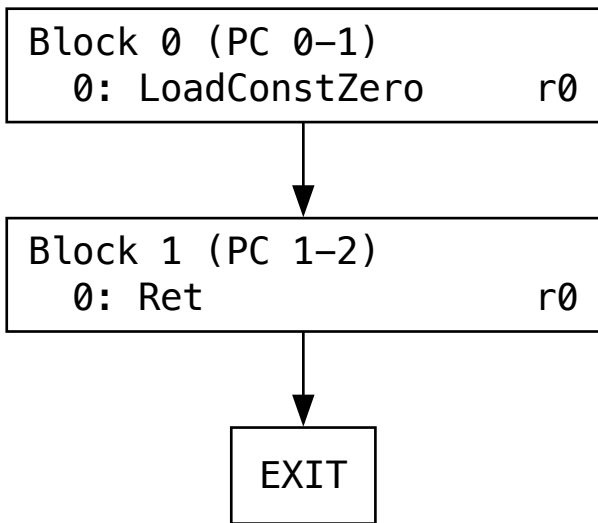
Block 1 (PC 3-4)

0: Ret	r0
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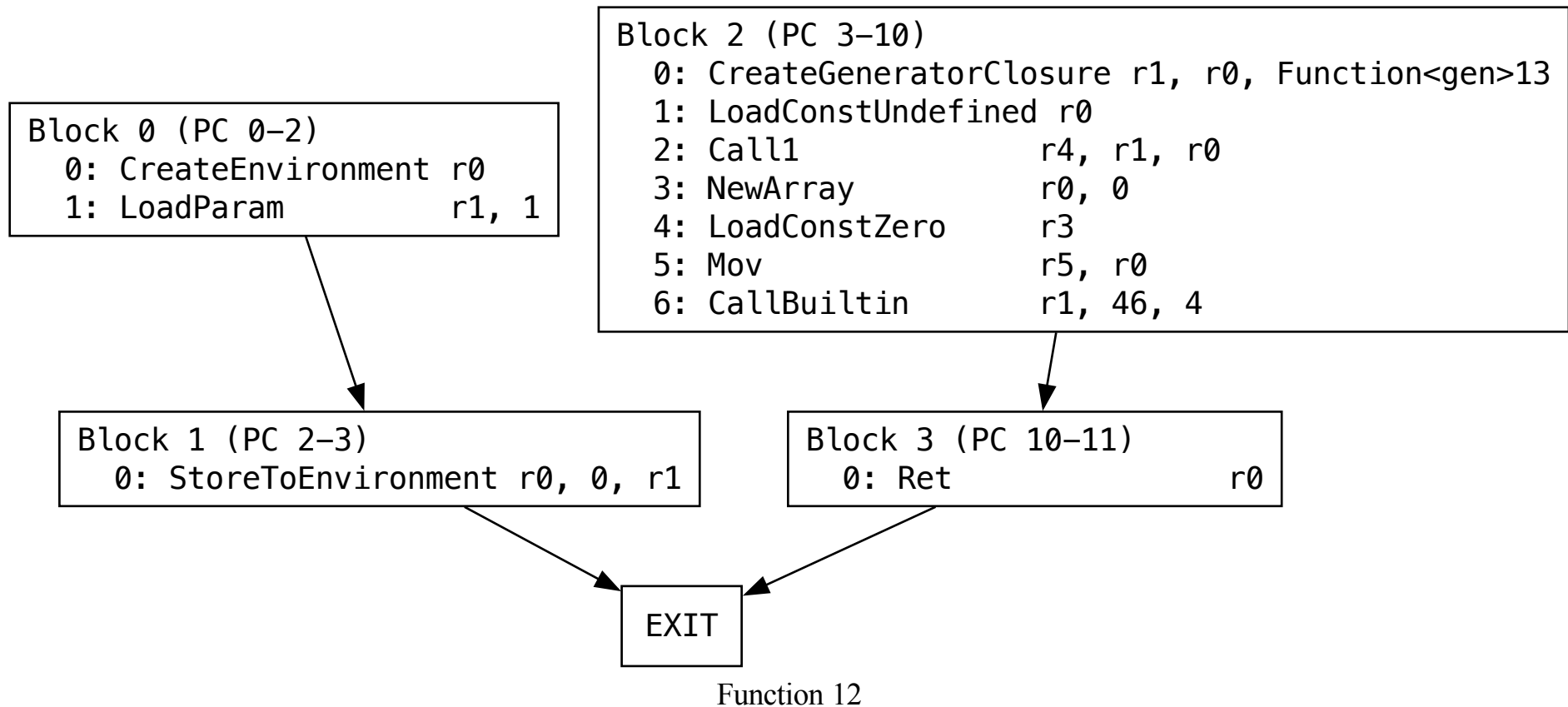


EXIT

Function 10



Function 11



Block 0 (PC 0-2)

0: CreateEnvironment r0

1: CreateGenerator r0, r0, Function<?anon_0_gen>14



Block 1 (PC 2-3)

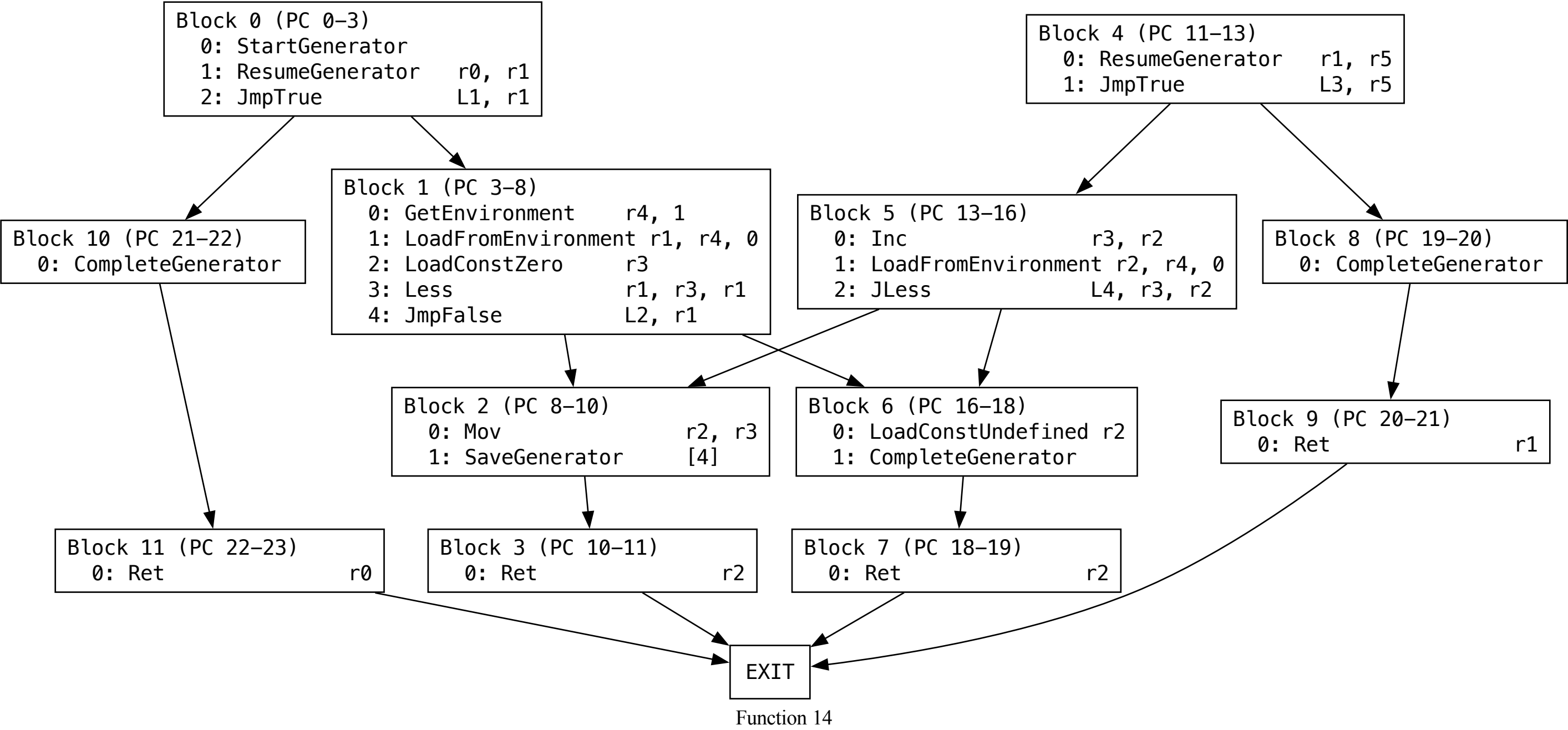
0: Ret

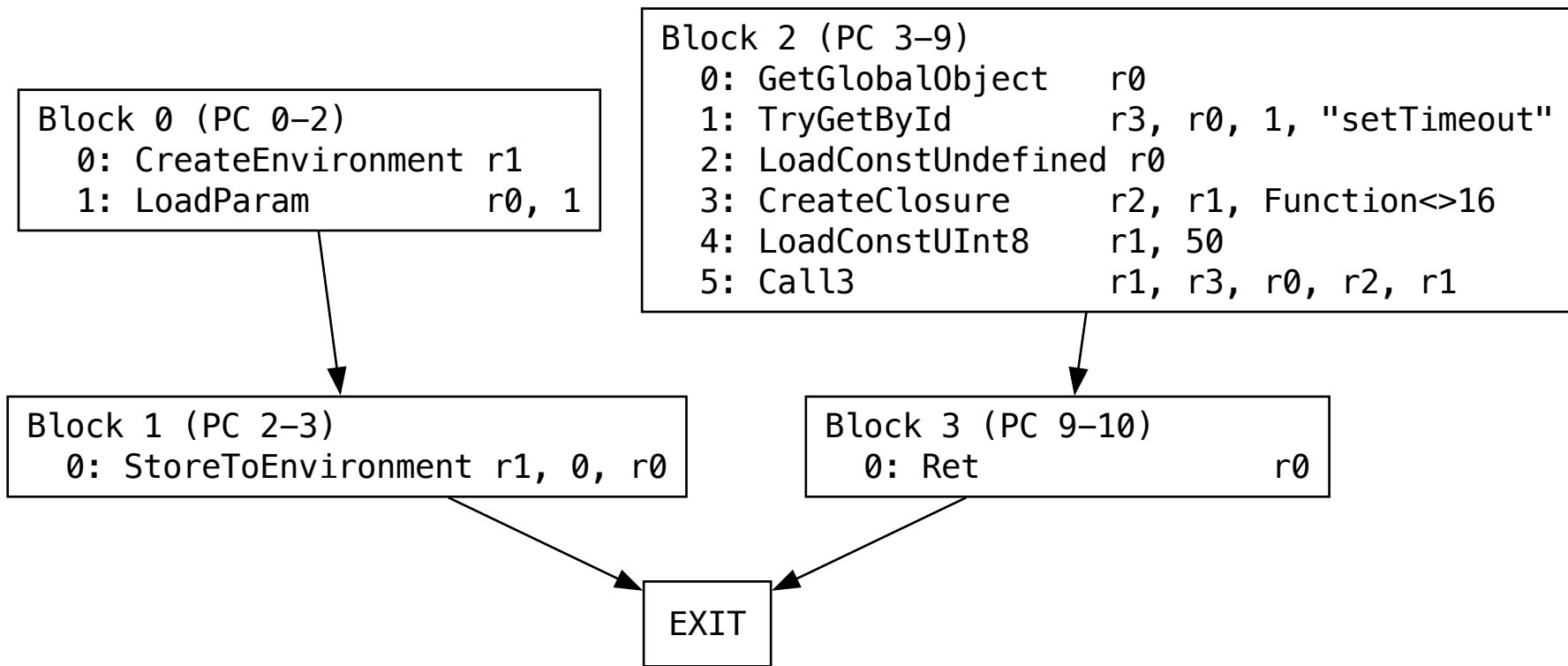
r0



EXIT

Function 13





Function 15

Block 0 (PC 0-5)

```
0: GetEnvironment      r0, 0
1: LoadFromEnvironment r2, r0, 0
2: LoadConstUndefined r1
3: LoadConstString    r0, "callback"
4: Call2               r0, r2, r1, r0
```



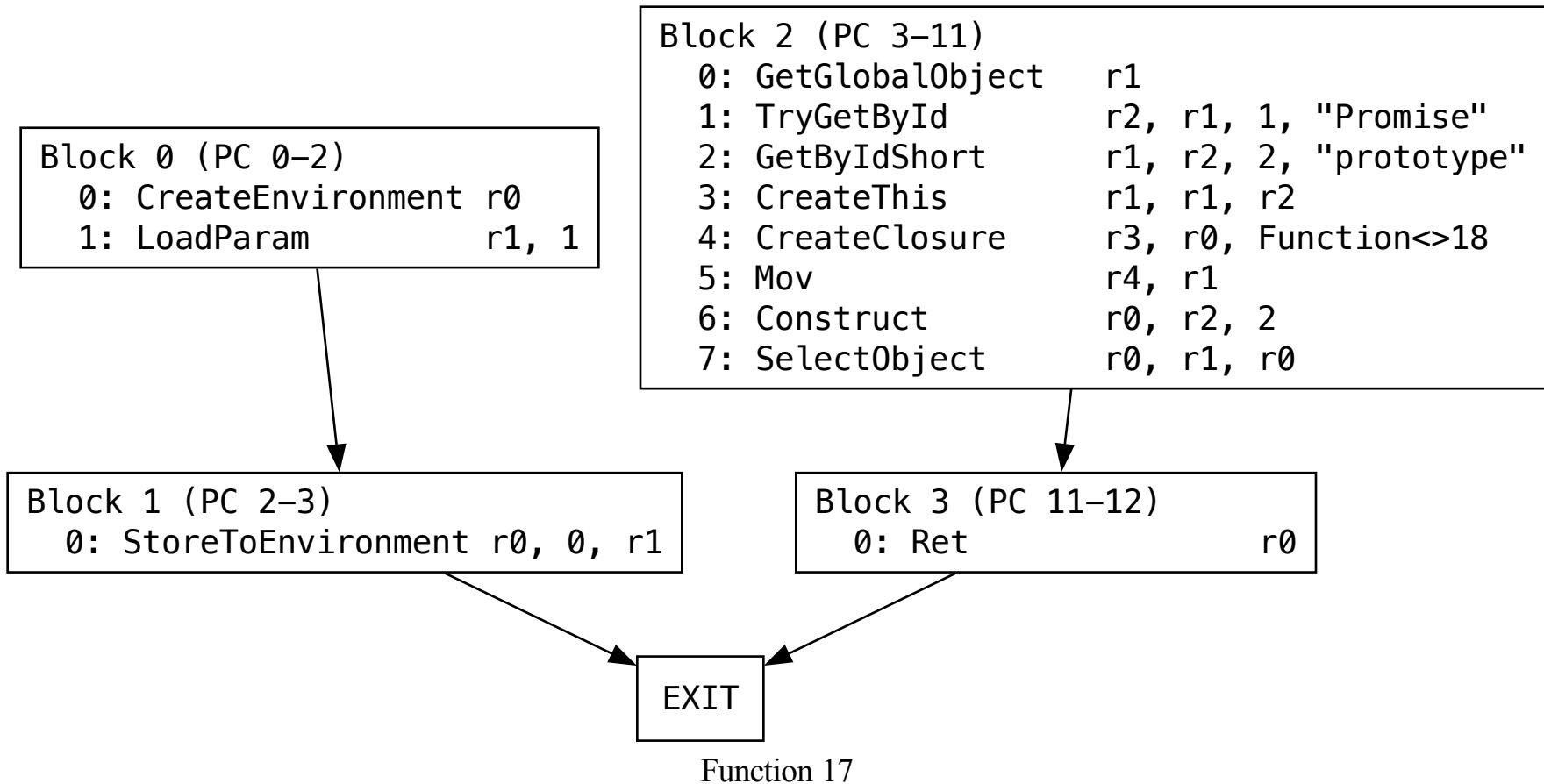
Block 1 (PC 5-6)

```
0: Ret                r0
```



EXIT

Function 16



Block 0 (PC 0-7)

```
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
```



Block 1 (PC 7-8)

```
0: Ret                r0
```



EXIT

Function 18