

Block 0 (PC 0-8)

0:	LoadConstZero	r4
1:	LoadConstZero	r6
2:	CallBuiltin	r3, 45, 2
3:	GetByIdShort	r2, r3, 1, "reduce"
4:	CreateEnvironment	r0
5:	CreateClosure	r1, r0, Function<>4
6:	Call3	r1, r2, r3, r1, r4
7:	AsyncBreakCheck	



Block 1 (PC 8-9)

0:	Ret	r1
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EXIT

Function 3