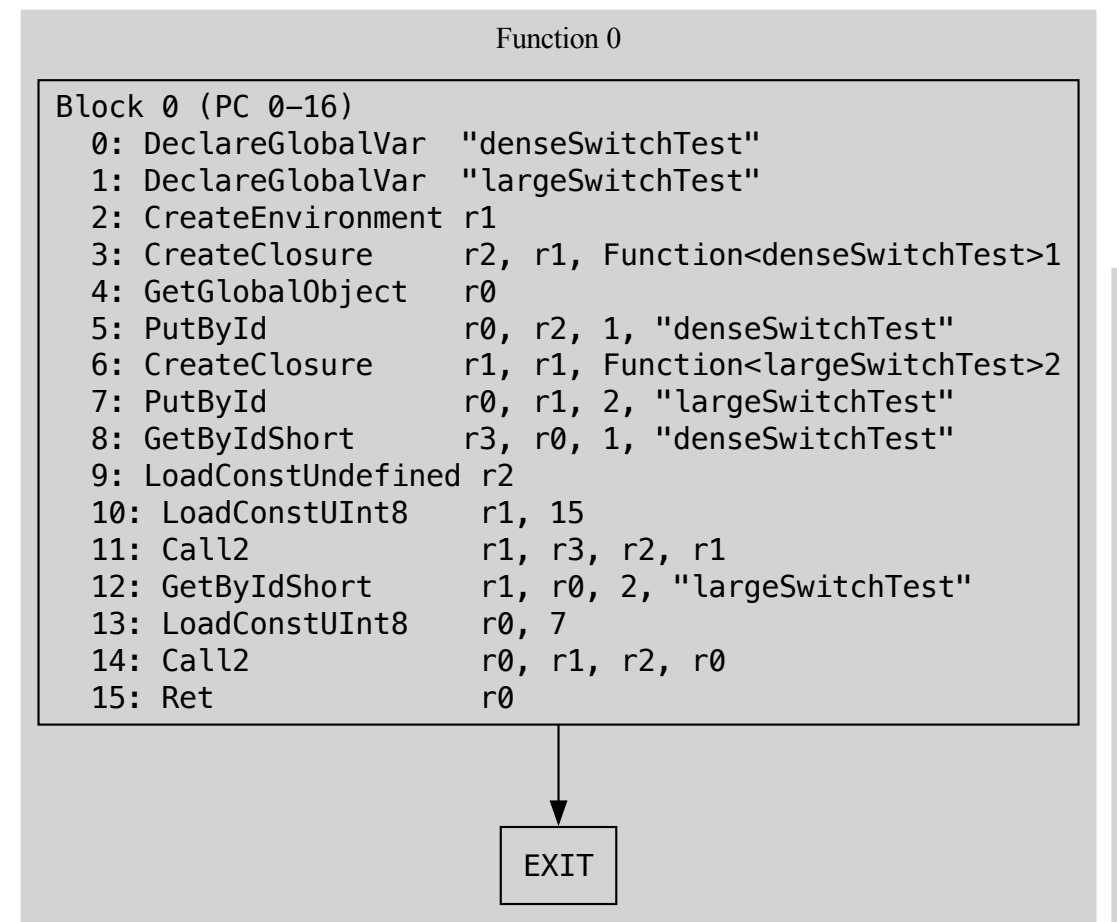


```
Block 0 (PC 0-16)
  0: DeclareGlobalVar  "denseSwitchTest"
  1: DeclareGlobalVar  "largeSwitchTest"
  2: CreateEnvironment r1
  3: CreateClosure     r2, r1, Function<denseSwitchTest>1
  4: GetGlobalObject   r0
  5: PutById           r0, r2, 1, "denseSwitchTest"
  6: CreateClosure     r1, r1, Function<largeSwitchTest>2
  7: PutById           r0, r1, 2, "largeSwitchTest"
  8: GetByIdShort      r3, r0, 1, "denseSwitchTest"
  9: LoadConstUndefined r2
  10: LoadConstUInt8    r1, 15
  11: Call2             r1, r3, r2, r1
  12: GetByIdShort      r1, r0, 2, "largeSwitchTest"
  13: LoadConstUInt8    r0, 7
  14: Call2             r0, r1, r2, r0
  15: Ret               r0
```

```
Block 0 (PC 0-2)
  0: LoadParam          r0, 1
  1: SwitchImm          r0, 150, [144], 0, 20
```

```
Block 1 (PC 2-4)
  0: LoadConstString   r0, "twenty"
  1: Ret               r0
```

```
Block 2 (PC 4-6)
  0: LoadConstString   r0, "nineteen"
  1: Ret               r0
```

```
Block 3 (PC 6-8)
  0: LoadConstString   r0, "eighteen"
  1: Ret               r0
```

```
Block 4 (PC 8-10)
  0: LoadConstString   r0, "seventeen"
  1: Ret               r0
```

```
Block 5 (PC 10-12)
  0: LoadConstString   r0, "sixteen"
  1: Ret               r0
```

```
Block 6 (PC 12-14)
  0: LoadConstString   r0, "fifteen"
  1: Ret               r0
```

```
Block 7 (PC 14-16)
  0: LoadConstString   r0, "fourteen"
  1: Ret               r0
```

```
Block 8 (PC 16-18)
  0: LoadConstString   r0, "thirteen"
  1: Ret               r0
```

```
Block 9 (PC 18-20)
  0: LoadConstString   r0, "twelve"
  1: Ret               r0
```

```
Block 10 (PC 20-22)
  0: LoadConstString   r0, "eleven"
  1: Ret               r0
```

```
Block 11 (PC 22-24)
  0: LoadConstString   r0, "ten"
  1: Ret               r0
```

```
Block 12 (PC 24-26)
  0: LoadConstString   r0, "nine"
  1: Ret               r0
```

```
Block 13 (PC 26-28)
  0: LoadConstString   r0, "eight"
  1: Ret               r0
```

```
Block 14 (PC 28-30)
  0: LoadConstString   r0, "seven"
  1: Ret               r0
```

```
Block 15 (PC 30-32)
  0: LoadConstString   r0, "six"
  1: Ret               r0
```

```
Block 16 (PC 32-34)
  0: LoadConstString   r0, "five"
  1: Ret               r0
```

```
Block 17 (PC 34-36)
  0: LoadConstString   r0, "four"
  1: Ret               r0
```

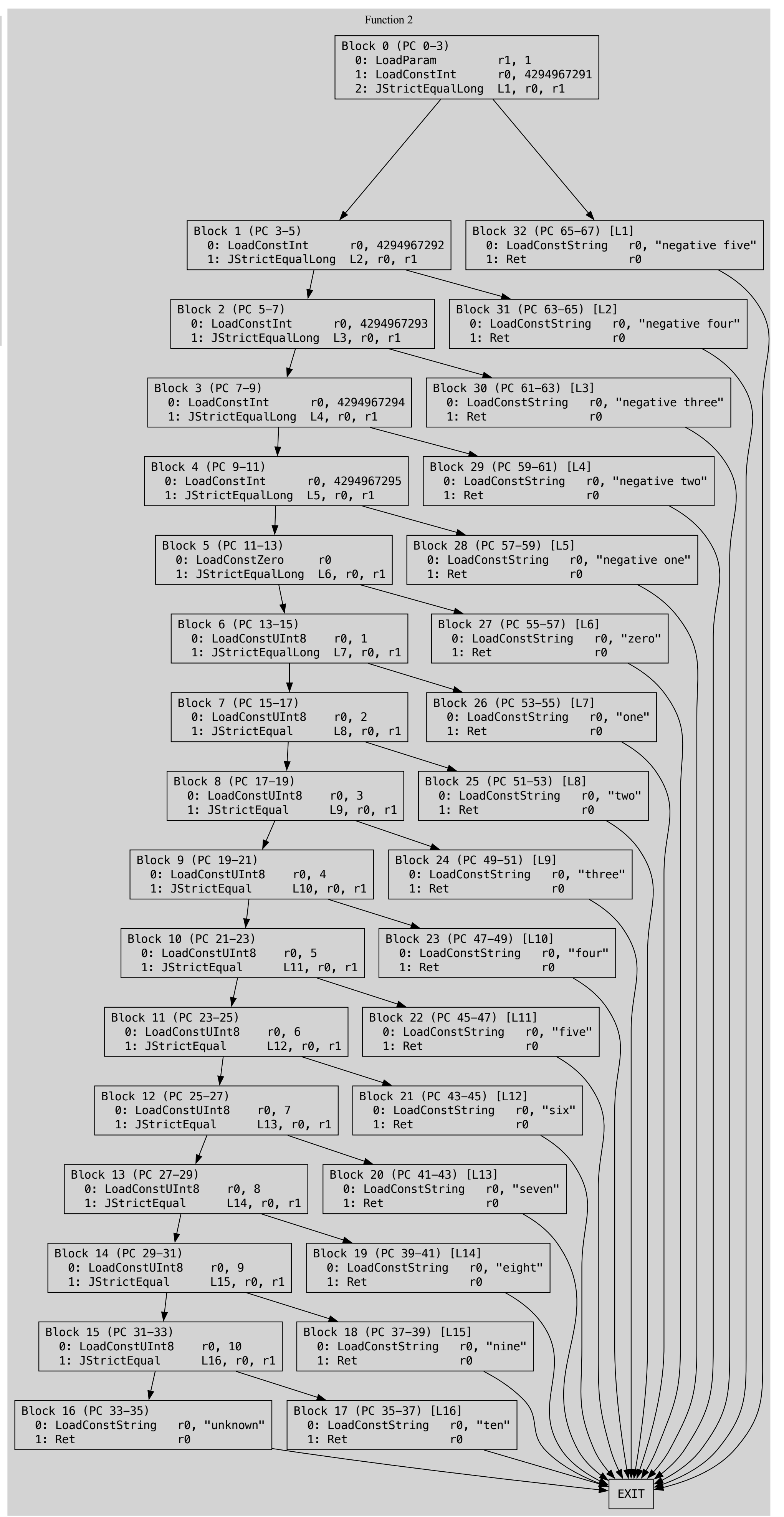
```
Block 18 (PC 36-38)
  0: LoadConstString   r0, "three"
  1: Ret               r0
```

```
Block 19 (PC 38-40)
  0: LoadConstString   r0, "two"
  1: Ret               r0
```

```
Block 20 (PC 40-42)
  0: LoadConstString   r0, "one"
  1: Ret               r0
```

```
Block 21 (PC 42-44)
  0: LoadConstString   r0, "zero"
  1: Ret               r0
```

```
Block 22 (PC 44-46)
  0: LoadConstString   r0, "other"
  1: Ret               r0
```



```
Block 0 (PC 0-3)
  0: LoadParam         r1, 1
  1: LoadConstInt      r0, 4294967291
  2: JStrictEqualLong  L1, r0, r1
```

```
Block 1 (PC 3-5)
  0: LoadConstInt      r0, 4294967292
  1: JStrictEqualLong  L2, r0, r1
```

```
Block 32 (PC 65-67) [L1]
  0: LoadConstString   r0, "negative five"
  1: Ret               r0
```

```
Block 2 (PC 5-7)
  0: LoadConstInt      r0, 4294967293
  1: JStrictEqualLong  L3, r0, r1
```

```
Block 31 (PC 63-65) [L2]
  0: LoadConstString   r0, "negative four"
  1: Ret               r0
```

```
Block 3 (PC 7-9)
  0: LoadConstInt      r0, 4294967294
  1: JStrictEqualLong  L4, r0, r1
```

```
Block 30 (PC 61-63) [L3]
  0: LoadConstString   r0, "negative three"
  1: Ret               r0
```

```
Block 4 (PC 9-11)
  0: LoadConstInt      r0, 4294967295
  1: JStrictEqualLong  L5, r0, r1
```

```
Block 29 (PC 59-61) [L4]
  0: LoadConstString   r0, "negative two"
  1: Ret               r0
```

```
Block 5 (PC 11-13)
  0: LoadConstZero     r0
  1: JStrictEqualLong  L6, r0, r1
```

```
Block 28 (PC 57-59) [L5]
  0: LoadConstString   r0, "negative one"
  1: Ret               r0
```

```
Block 6 (PC 13-15)
  0: LoadConstUInt8    r0, 1
  1: JStrictEqualLong  L7, r0, r1
```

```
Block 27 (PC 55-57) [L6]
  0: LoadConstString   r0, "zero"
  1: Ret               r0
```

```
Block 7 (PC 15-17)
  0: LoadConstUInt8    r0, 2
  1: JStrictEqual      L8, r0, r1
```

```
Block 26 (PC 53-55) [L7]
  0: LoadConstString   r0, "one"
  1: Ret               r0
```

```
Block 8 (PC 17-19)
  0: LoadConstUInt8    r0, 3
  1: JStrictEqual      L9, r0, r1
```

```
Block 25 (PC 51-53) [L8]
  0: LoadConstString   r0, "two"
  1: Ret               r0
```

```
Block 9 (PC 19-21)
  0: LoadConstUInt8    r0, 4
  1: JStrictEqual      L10, r0, r1
```

```
Block 24 (PC 49-51) [L9]
  0: LoadConstString   r0, "three"
  1: Ret               r0
```

```
Block 10 (PC 21-23)
  0: LoadConstUInt8    r0, 5
  1: JStrictEqual      L11, r0, r1
```

```
Block 23 (PC 47-49) [L10]
  0: LoadConstString   r0, "four"
  1: Ret               r0
```

```
Block 11 (PC 23-25)
  0: LoadConstUInt8    r0, 6
  1: JStrictEqual      L12, r0, r1
```

```
Block 22 (PC 45-47) [L11]
  0: LoadConstString   r0, "five"
  1: Ret               r0
```

```
Block 12 (PC 25-27)
  0: LoadConstUInt8    r0, 7
  1: JStrictEqual      L13, r0, r1
```

```
Block 21 (PC 43-45) [L12]
  0: LoadConstString   r0, "six"
  1: Ret               r0
```

```
Block 13 (PC 27-29)
  0: LoadConstUInt8    r0, 8
  1: JStrictEqual      L14, r0, r1
```

```
Block 20 (PC 41-43) [L13]
  0: LoadConstString   r0, "seven"
  1: Ret               r0
```

```
Block 14 (PC 29-31)
  0: LoadConstUInt8    r0, 9
  1: JStrictEqual      L15, r0, r1
```

```
Block 19 (PC 39-41) [L14]
  0: LoadConstString   r0, "eight"
  1: Ret               r0
```

```
Block 15 (PC 31-33)
  0: LoadConstUInt8    r0, 10
  1: JStrictEqual      L16, r0, r1
```

```
Block 18 (PC 37-39) [L15]
  0: LoadConstString   r0, "nine"
  1: Ret               r0
```

```
Block 16 (PC 33-35)
  0: LoadConstString   r0, "unknown"
  1: Ret               r0
```

```
Block 17 (PC 35-37) [L16]
  0: LoadConstString   r0, "ten"
  1: Ret               r0
```