

# WASM block, loop, br, br\_if, end clarification

Slides created to question and clarify whether my understanding of block, loop, br, br\_if and end are correct for version 0x0D

# loop, br\_if

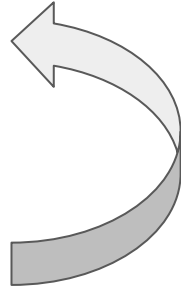
```
loop <type_empty>
```

```
...
```

```
br_if, 0 //if true
```

```
...
```

```
end
```



# loop, br

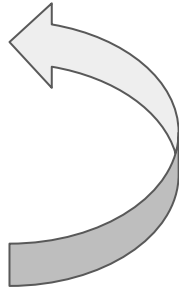
```
loop <type_empty>
```

```
...
```

```
br, 0 //always
```

```
//unreachable code
```

```
end
```



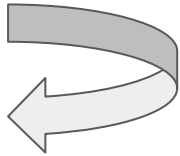
# loop, end

loop <type\_empty>

...

end

...



# block, br\_if

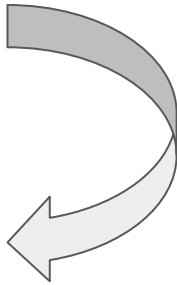
```
block <type_empty>
```

```
...
```

```
br_if, 0 //if true
```

```
...
```

```
end
```



# block, br

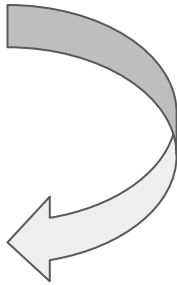
```
block <type_empty>
```

```
...
```

```
br, 0 //always
```

```
//unreachable
```

```
end
```

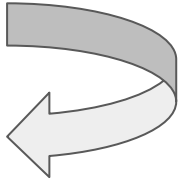


# block, end

block <type\_empty>

...

end



...