

```
define i32 @_Z8functionii(i32, i32) #0 {
```

```
define i32 @main(i32, i8**) #1 {
```

```
%3 = alloca i32, align 4
```

```
%4 = alloca i32, align 4
```

```
%5 = alloca i8**, align 8
```

```
%6 = alloca i32, align 4
```

```
%7 = alloca i32, align 4
```

```
%8 = alloca i32, align 4
```

```
store i32 0, i32* %3, align 4
```

```
store i32 %0, i32* %4, align 4
```

```
store i8** %1, i8*** %5, align 8
```

```
%9 = load i32, i32* %7, align 4
```

```
%10 = call i32 @_Z8functionii(i32 %9, i32 12)
```

```
store i32 %10, i32* %8, align 4
```

```
ret i32 0
```

```
%3 = alloca i32, align 4
```

```
%4 = alloca i32, align 4
```

```
%5 = alloca i32, align 4
```

```
%6 = alloca i32, align 4
```

```
%7 = alloca i32, align 4
```

```
store i32 %0, i32* %3, align 4
```

```
store i32 %1, i32* %4, align 4
```

```
%8 = load i32, i32* %3, align 4
```

```
store i32 %8, i32* %6, align 4
```

```
%9 = load i32, i32* %4, align 4
```

```
store i32 %9, i32* %7, align 4
```

```
%10 = load i32, i32* %5, align 4
```

```
%11 = load i32, i32* %7, align 4
```

```
%12 = add nsw i32 %10, %11
```

```
ret i32 %12
```