

```
entry:
call void @initInjections(i8* getelementptr inbounds ([21 x i8]* @NameStr, i32 0, i32 0))
%"alloca point" = bitcast i32 0 to i32
%fi4 = call i32 @injectFault0(i32 4, i32 0, i32 %"alloca point")
%0 = getelementptr inbounds i8** %argv, i64 1
%fi5 = call i8** @injectFault1(i32 5, i32 0, i8** %0)
%1 = load i8** %fi5, align 1
%fi6 = call i8* @injectFault2(i32 6, i32 0, i8* %1)
%2 = call i32 (...) @atoi(i8* %fi6) nounwind
%fi7 = call i32 @injectFault0(i32 7, i32 0, i32 %2)
br label %bb1
```

```
bb1:
%i.0 = phi i32 [ 1, %entry ], [ %fi2, %bb ]
%fact.0 = phi i32 [ 1, %entry ], [ %fi1, %bb ]
%fi3 = call i32 @injectFault0(i32 3, i32 0, i32 %i.0)
%fi8 = call i32 @injectFault0(i32 8, i32 0, i32 %fact.0)
%5 = icmp sle i32 %fi3, %fi7
%fi9 = call i1 @injectFault3(i32 9, i32 0, i1 %5)
br i1 %fi9, label %bb, label %bb2
```

T	F
---	---

```
bb:
%3 = mul nsw i32 %fi8, %fi3
%fi1 = call i32 @injectFault0(i32 1, i32 0, i32 %3)
%4 = add nsw i32 %fi3, 1
%fi2 = call i32 @injectFault0(i32 2, i32 0, i32 %4)
br label %bb1
```

```
bb2:
%6 = call i32 (i8*, ...)* @printf(i8* noalias getelementptr inbounds ([4 x i8]* @.str, i64 0, i64 0), i32 %fi8) nounwind
%fi10 = call i32 @injectFault0(i32 10, i32 0, i32 %6)
br label %return
```

```
return:
call void @postInjections()
ret i32 undef
```

CFG for 'main' function