```
%0:
 %pgocount = load i64, ptr @__profc_main, align 8
 %1 = add i64 %pgocount, 1
 store i64 %1, ptr @__profc_main, align 8
 %2 = alloca i32, align 4
 %3 = alloca [10 x %struct.ST], align 16
 %4 = alloca ptr, align 8
 %5 = alloca [3 x %struct.munger_struct], align 16
 store i32 0, ptr %2, align 4
 %myVariable = alloca i32, align 4
 store i32 42, ptr %myVariable, align 4
 %6 = icmp eq ptr %3, null
 br i1 %6, label %ifBlock, label %split
```

T	F

```
ifBlock:
 %11 = call i32 (ptr, ...) @printf(ptr @str.2)
 br label %split
```

```
split:
 %7 = getelementptr inbounds [10 x %struct.ST], ptr %3, i64 0, i64 0
 %8 = call ptr @foo(ptr noundef %7)
 store ptr %8, ptr %4, align 8
 %myVariable3 = alloca i32, align 4
 store i32 42, ptr %myVariable3, align 4
 %9 = icmp eq ptr %5, null
 br i1 %9, label %ifBlock2, label %split1
```

T	F

```
ifBlock2:
 %12 = call i32 (ptr, ...) @printf(ptr @str.3)
 br label %split1
```

```
split1:
 %10 = getelementptr inbounds [3 x %struct.munger_struct], ptr %5, i64 0, i64
... 0
 call void @munge(ptr noundef %10)
 ret i32 0
```

CFG for 'main' function