```
entry:
%dest1 = getelementptr inbounds %struct.jpeg_compress_struct,
... %struct.jpeg_compress_struct* %cinfo, i64 0, i32 5
%0 = load %struct.jpeg_destination_mgr*, %struct.jpeg_destination_mgr**
... %dest1, align 8, !tbaa !3
%cmp = icmp eq %struct.jpeg_destination_mgr* %0, null
%1 = bitcast %struct.jpeg_destination_mgr* %0 to %struct.my_destination_mgr*
br i1 %cmp, label %if.then, label %if.end, !prof!11
                  T
                                                           F
if.end:
 %7 = phi %struct.my_destination_mgr* [ %6, %if.then ], [ %1, %entry ]
 %init_destination = getelementptr inbounds %struct.my_destination_mgr,
 ... %struct.my_destination_mgr* %7, i64 0, i32 0, i32 2
 store void (%struct.jpeg compress struct*)* @init destination, void
 ... (%struct.jpeg_compress_struct*)** %init_destination, align 8, !tbaa !16
 %empty_output_buffer = getelementptr inbounds %struct.my_destination_mgr,
 ... %struct.my_destination_mgr* %7, i64 0, i32 0, i32 3
 store i32 (%struct.jpeg_compress_struct*)* @empty_output_buffer, i32
 ... (%struct.jpeg_compress_struct*)** %empty_output_buffer, align 8, !tbaa !19
 %term destination = getelementptr inbounds %struct.my destination mgr,
 ... %struct.my_destination_mgr* %7, i64 0, i32 0, i32 4
 store void (%struct.jpeg_compress_struct*)* @term_destination, void
 ... (%struct.jpeg_compress_struct*)** %term_destination, align 8, !tbaa !20
 %outfile6 = getelementptr inbounds %struct.my destination mgr,
 ... %struct.my_destination_mgr* %7, i64 0, i32 1
 store %struct._IO_FILE* %outfile, %struct._IO_FILE** %outfile6, align 8,
 ...!tbaa!21
 ret void
```