```
entry:
%dest1 = getelementptr inbounds %struct.jpeg_compress_struct,
... %struct.jpeg_compress_struct* %cinfo, i64 0, i32 5
%0 = bitcast %struct.jpeg_destination_mgr** %dest1 to
... %struct.my_destination_mgr**
%1 = load %struct.my_destination_mgr*, %struct.my_destination_mgr** %0,
... align 8, !tbaa !3
%free_in_buffer = getelementptr inbounds %struct.my_destination_mgr,
... %struct.my_destination_mgr* %1, i64 0, i32 0, i32 1
%2 = load i64, i64* %free_in_buffer, align 8, !tbaa !11
%sub = sub i64 4096, %2
%cmp = icmp eq i64 %sub, 0
br i1 %cmp, label %entry.if.end5 crit_edge, label %if.then, !prof!15
                                                         F
    if.end5:
    %outfile6.pre-phi = phi %struct. IO FILE** [ %.pre, %entry.if.end5 crit edge
    ...], [ %outfile, %if.then ], [ %outfile, %if.then3 ]
     %8 = load %struct._IO_FILE*, %struct._IO_FILE** %outfile6.pre-phi, align 8,
    ...!tbaa!17
    %call7 = tail call i32 @fflush(%struct._IO_FILE* %8)
     %9 = load %struct._IO_FILE*, %struct._IO_FILE** %outfile6.pre-phi, align 8,
    ... !tbaa !17
     %call9 = tail call i32 @ferror(%struct._IO_FILE* %9) #3
     %tobool = icmp eq i32 %call9, 0
     br i1 %tobool, label %if.end15, label %if.then10, !prof!18
                                                               F
                                      if.end15:
                                       ret void
```

CFG for 'term_destination' function