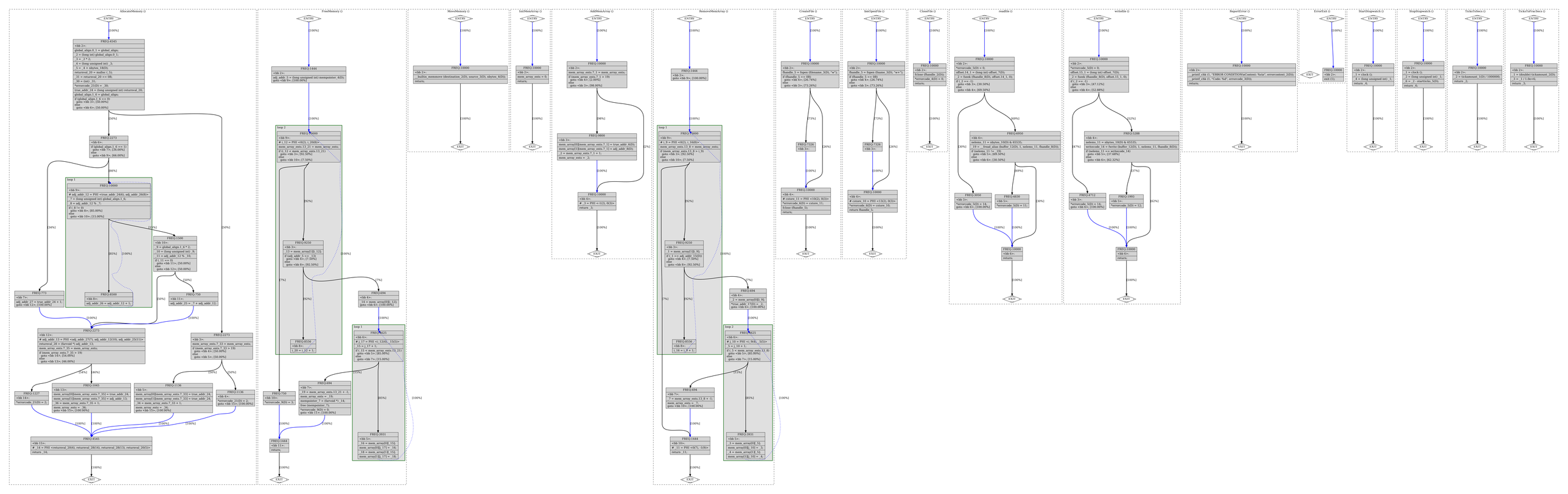
AllocateMemory ()
ENTRY
100%
FREQ:4545
<bb 2>:
global_align.0_1 = global_align;
_2 = (long int) global_align.0_1;
_3 = _2 & 2;
_4 = (long unsigned int) _3;
_5 = _4 + 40[sizetype];
returnval_20 = malloc ( _5);
_31 = returnval_20 == 0B;
_30 = (int) _31;
*errorcode_21[0] = _30;
true_addr_24 = (long unsigned int) returnval_20;
global_align.1_6 = global_align;
if (global_align.1_6 == 0)
goto <bb 5>;
else
goto <bb 6>; [50.00%]
50%
50%
FREQ:2273
<bb 6>:
if (global_align.1_6 == 1)
goto <bb 7>; [34.00%]
goto <bb 9>; [66.00%]
66%
34%
loop 1
FREQ:10000
<bb 9>:
# add_addr.12_= PHI <true_addr.24(6), add_addr_26(8)>
_7 = (long unsigned int) global_align.1_6;
_8 = adj_addr.12_%_7;
if (_8 != 0)
goto <bb 8>; [85.00%]
else
goto <bb 10>; [15.00%]
15%
85%
100%
FREQ:1500
<bb 10>:
_9 = global_align.1_6 * 2;
_10 = (long unsigned int) _9;
_11 = adj_addr.12_% _10;
if (_11 == 0)
goto <bb 11>; [50.00%]
else
goto <bb 12>; [50.00%]
50%
50%
FREQ:773
<bb 7>:
adj_addr_27 = true_addr_24 + 1;
goto <bb 12>; [100.00%]
FREQ:8500
<bb 8>:
adj_addr_26 = adj_addr.12_+ 1;
FREQ:750
<bb 11>:
adj_addr_25 = _7 adj_addr.12;
100%
100%
FREQ:4273
<bb 12>:
# adj_addr.13 = PHI <adj_addr.27(7), adj_addr.12(10), adj_addr_25(11)>
returnval_28 = (forvoid *) adj_addr.13;
mem_array.ents.7_35 = mem_array.ents;
if (mem_array.ents.7_35 > 19)
goto <bb 14>; [54.00%]
else
goto <bb 13>; [46.00%]
54%
46%
FREQ:2273
<bb 5>:
mem_array.ents.7_33 = mem_array.ents;
goto <bb 4>; [50.00%]
goto <bb 5>; [50.00%]
50%
50%
FREQ:1227
<bb 14>:
*errorcode_21[0] = 2;
FREQ:1045
<bb 13>:
mem_array[0][mem_array.ents.7_35] = true_addr_24;
mem_array[1][mem_array.ents.7_35] = adj_addr.13;
_36 = mem_array.ents.7_35 + 1;
mem_array.ents = _36;
goto <bb 15>; [100.00%]
FREQ:1136
<bb 4>:
*errorcode_21[0] = 0;
goto <bb 15>; [100.00%]
FREQ:1136
<bb 15>:
# _14 = PHI <returnval_20(4), returnval_28(14), returnval_28(13), returnval_20(5)>
return _14;
100%
100%
100%
100%
100%
EXIT
FreeMemory ()
ENTRY
100%
FREQ:1444
<bb 2>:
adj_addr_5 = (long unsigned int) mempointer_4(D);
goto <bb 3>; [100.00%]
100%
loop 2
FREQ:9000
<bb 3>:
# i_12 = PHI <0(2), i_20(D)>,
mem_array.ents.13_21 = mem_array.ents;
if (i_12 < mem_array.ents.13_21)
goto <bb 3>; [92.50%]
else
goto <bb 10>; [7.50%]
92%
8%
FREQ:9250
<bb 3>:
_13 = mem_array[i_12];
if (adj_addr_5 == _13)
goto <bb 4>; [7.50%]
else
goto <bb 8>; [92.50%]
7%
93%
FREQ:8556
<bb 8>:
i_20 = i_12 + 1;
100%
FREQ:694
<bb 4>:
_14 = mem_array[i_12];
goto <bb 6>; [100.00%]
7%
FREQ:750
<bb 10>:
*errorcode_9(D) = 3;
100%
FREQ:694
<bb 7>:
_19 = mem_array.ents.13_21 + -1;
mem_array.ents = _19;
memspointer_7 = (forvoid *) _14;
free (memspointer_7);
*errorcode_9(D) = 0;
goto <bb 11>; [100.00%]
100%
loop 1
FREQ:8625
<bb 6>:
# i_17 = PHI <i_12(4), _15(5)>
_15 = i_17 + 1;
if (_15 < mem_array.ents.13_21)
goto <bb 5>; [85.00%]
goto <bb 7>; [15.00%]
15%
85%
FREQ:3931
<bb 5>:
_16 = mem_array[i_15];
mem_array[i_15] = _16;
_18 = mem_array[i_15];
mem_array[i_15] = _18;
100%
FREQ:1444
<bb 11>:
return;
100%
EXIT
MoveMemory ()
ENTRY
100%
FREQ:10000
<bb 2>:
__builtin_memmove (destination_2(D), source_3(D), nbytes_4(D));
return;
100%
EXIT
InitMemArray ()
ENTRY
100%
FREQ:10000
<bb 2>:
mem_array.ents = 0;
return;
100%
EXIT
AddMemArray ()
ENTRY
100%
FREQ:10000
<bb 2>:
mem_array.ents.7_1 = mem_array.ents;
if (mem_array.ents.7_1 > 19)
goto <bb 4>; [2.00%]
else
goto <bb 3>; [98.00%]
98%
2%
FREQ:9800
<bb 3>:
mem_array[0][mem_array.ents.7_1] = true_addr_6(D);
mem_array[1][mem_array.ents.7_1] = adj_addr_8(D);
_2 = mem_array.ents7_1 + 1;
mem_array.ents = _2;
100%
FREQ:10000
<bb 4>:
# _3 = PHI <-1(2), 0(3)>
return _3;
100%
EXIT
RemoveMemArray ()
ENTRY
100%
FREQ:1444
<bb 2>:
goto <bb 9>; [100.00%]
100%
loop 1
FREQ:9000
<bb 9>:
# i_9 = PHI <0(2), i_16(D)>,
mem_array.ents.13_8 = mem_array.ents;
if (mem_array.ents.13_8 > i_9)
goto <bb 3>; [92.50%]
else
goto <bb 10>; [7.50%]
92%
8%
FREQ:9250
<bb 3>:
_1 = mem_array[i_9];
if (i_9 == adj_addr_12(D))
goto <bb 4>; [7.50%]
else
goto <bb 8>; [92.50%]
7%
93%
FREQ:8556
<bb 8>:
i_16 = i_9 + 1;
100%
FREQ:694
<bb 4>:
_2 = mem_array[i_9];
*true_addr_17(D) = _2;
goto <bb 6>; [100.00%]
7%
FREQ:750
<bb 10>:
*errorcode_4(D) = cstore_11;
return;
100%
FREQ:694
<bb 7>:
_7 = mem_array.ents13_8 + -1;
mem_array.ents = _7;
goto <bb 10>; [100.00%]
100%
loop 2
FREQ:8625
<bb 6>:
# i_10 = PHI <i_9(4), _5(5)>
_5 = i_10 + 1;
if (_5 < mem_array.ents13_8)
goto <bb 5>; [85.00%]
goto <bb 7>; [15.00%]
15%
85%
FREQ:3931
<bb 5>:
_3 = mem_array[i_5];
mem_array[i_10] = _3;
_4 = mem_array[i_5];
mem_array[i_10] = _4;
100%
FREQ:1444
<bb 10>:
# _11 = PHI <0(7), -1(9)>
return _11;
100%
EXIT
CreateFile ()
ENTRY
100%
FREQ:10000
<bb 2>:
fhandle_5 = fopen (filename_3(D), "w+");
if (fhandle_5 == 0B)
goto <bb 3>; [26.74%]
else
goto <bb 3>; [73.26%]
73%
27%
FREQ:7326
<bb 3>:
100%
FREQ:10000
<bb 4>:
# cstore_11 = PHI <1(2), 0(3)>
*errorcode_4(D) = cstore_11;
fclose (fhandle_5);
return;
100%
EXIT
InitOpenFile ()
ENTRY
100%
FREQ:10000
<bb 2>:
fhandle_5 = fopen (fname_3(D), "w+");
if (fhandle_5 == 0B)
goto <bb 3>; [26.74%]
goto <bb 3>; [73.26%]
73%
27%
FREQ:7326
<bb 3>:
100%
FREQ:10000
<bb 4>:
# cstore_10 = PHI <13(2), 0(3)>
*errorcode_6(D) = cstore_10;
return fhandle_5;
100%
EXIT
CloseFile ()
ENTRY
100%
FREQ:10000
<bb 2>:
fclose (fhandle_2(D));
*errorcode_4(D) = 0;
return;
100%
EXIT
readfile ()
ENTRY
100%
FREQ:10000
<bb 2>:
*errorcode_5(D) = 0;
offset.14_1 = (long int) offset_7(D);
_2 = fseek (fhandle_8(D), offset.14_1, 0);
if (_2 != 0)
goto <bb 3>; [47.12%]
else
goto <bb 4>; [52.88%]
53%
47%
FREQ:4950
<bb 4>:
nelems_11 = nbytes_10(D) & 65535;
_19 = __fread_alias (buffer_12(D), 1, nelems_11, fhandle_8(D));
if (nelems_11 != _19)
goto <bb 5>; [69.50%]
else
goto <bb 6>; [30.50%]
31%
69%
FREQ:2050
<bb 3>:
*errorcode_5(D) = 14;
goto <bb 6>; [100.00%]
FREQ:4830
<bb 5>:
*errorcode_5(D) = 11;
100%
100%
FREQ:10000
<bb 6>:
return;
100%
EXIT
writefile ()
ENTRY
100%
FREQ:10000
<bb 2>:
*errorcode_5(D) = 0;
offset.13_1 = (long int) offset_7(D);
_2 = fseek (fhandle_8(D), offset.13_1, 0);
if (_2 != 0)
goto <bb 3>; [47.12%]
else
goto <bb 4>; [52.88%]
53%
47%
FREQ:5288
<bb 4>:
nbytes_11 = nbytes_10(D) & 65535;
writecode_14 = fwrite (buffer_12(D), 1, nelems_11, fhandle_8(D));
if (nelems_11 == writecode_14)
goto <bb 5>; [37.68%]
else
goto <bb 6>; [62.32%]
38%
62%
FREQ:4712
<bb 3>:
*errorcode_5(D) = 14;
goto <bb 6>; [100.00%]
FREQ:1993
<bb 5>:
*errorcode_5(D) = 12;
100%
100%
FREQ:10000
<bb 6>:
return;
100%
EXIT
ReportError ()
ENTRY
100%
FREQ:10000
<bb 2>:
__printf_chk (1, "ERROR CONDITION\n\tContext: %s\n", errorcontext_2(D));
__printf_chk (1, "Code: %d", errorcode_3(D));
return;
100%
EXIT
ErrorExit ()
ENTRY
100%
FREQ:10000
<bb 2>:
exit (1);
EXIT
StartStopwatch ()
ENTRY
100%
FREQ:10000
<bb 2>:
_1 = clock ();
_4 = (long unsigned int) _1;
return _4;
100%
EXIT
StopStopwatch ()
ENTRY
100%
FREQ:10000
<bb 2>:
_1 = clock ();
_2 = (long unsigned int) _1;
_3 = _2 - startclock_5(D);
return _6;
100%
EXIT
TicksToSecs ()
ENTRY
100%
FREQ:10000
<bb 2>:
_1 = (double) tickamount_2(D);
_2 = _1 / 1.0e+6;
return _3;
100%
EXIT
TicksToFracSecs ()
ENTRY
100%
FREQ:10000
<bb 2>:
_1 = (double) tickamount_2(D);
_3 = _1 / 1.0e+6;
return _3;
100%
EXIT