

```
%0:  
%pgocount = load i64, ptr getelementptr inbounds ([3 x i64], ptr  
... @_profc_main, i32 0, i32 2), align 8  
%1 = add i64 %pgocount, 1  
store i64 %1, ptr getelementptr inbounds ([3 x i64], ptr @_profc_main, i32  
... 0, i32 2), align 8  
%2 = alloca i32, align 4  
%3 = alloca [10 x i32], align 16  
%4 = alloca [10 x i32], align 16  
%5 = alloca i32, align 4  
%6 = alloca i32, align 4  
store i32 0, ptr %2, align 4  
call void @llvm.memcpy.p0.p0.i64(ptr align 16 %3, ptr align 16  
... @_const.main.A, i64 40, i1 false)  
call void @llvm.memset.p0.i64(ptr align 16 %4, i8 0, i64 40, i1 false)  
store i32 0, ptr %6, align 4  
store i32 0, ptr %5, align 4  
br label %7
```

