# Make\_graph

First, this function explicitly adds “read”, “write” and “isEmpty” to the graph.

Then, it calls “fv\_spl”.

# Fv\_spl

This function adds all the nodes to the graph. After that, it uses the other “fv”-functions to create edges from a declared function or variable, to all the function or variables it needs.

# The other fv-functions

These functions find all the identifiers used by the function or variable, that are not its own name.

The exceptions to this:

* Function arguments
* Local variables
* Hyperlocals in match-cases