Line 118 Transfer.ccp

Domain \*eval(CmpInst \*Cmp, const Memory \*InMem) {

  //last project we did not care about ><, do we care about them in this project?

Line 314/337 Transfer.ccp

void DivZeroAnalysis::transfer(Instruction \*Inst, const Memory \*In,

else{

//value which one is pointer which one is value? store i32 0, i32\* %a, align 4

      //What if it is a pointer? Do we need to update the graph-to map?

    }

Line 341 Transfer.ccp

else if (auto Load = dyn\_cast<LoadInst>(Inst))

 /\*%1 = load i32\*, i32\*\* %d, align 8

      This is loading the value of the pointer at %d (which itself is a pointer) into a new variable %1 of type i32\*

      Do we do anything here for this case? Why?

    \*/

Line 376 Transfer.ccp

else if (auto Call = dyn\_cast<CallInst>(Inst))

//  %call = call i32 @getchar() but no return value defined here yet. Later store instruction will cover the domain, I guess we just initialize here

    // But do we really need to do anything?

clang -emit-llvm -S -fno-discard-value-names -Xclang -disable-O0-optnone -c test06.c -o test03.ll

opt -load ../build/DivZeroPass.so -DivZero test13.ll