

%0:

%1 = load i16* @currSamp, align 2, !dbg !55

%2 = getelementptr inbounds [4 x [3 x i16]]* @aWin, i32 0, i16 %1, !dbg !55

%3 = getelementptr inbounds [3 x i16]* %2, i32 0, i32 0, !dbg !55

call void @getOneSample(i16* %3), !dbg !55

%4 = load i16* @currSamp, align 2, !dbg !56

%5 = add nsw i16 %4, 1, !dbg !56

store i16 %5, i16* @currSamp, align 2, !dbg !56

%6 = load i16* @currSamp, align 2, !dbg !57

%7 = icmp sge i16 %6, 4, !dbg !57

br i1 %7, label %8, label %9, !dbg !57

T

F

%8:

store i16 0, i16* @currSamp, align 2, !dbg !59

br label %9, !dbg !61

%9:

ret void, !dbg !62

CFG for 'getNextSample' function