```
%0:
  %1 = alloca i16*, align 2
  %x = alloca i16, align 2
  %y = alloca i16, align 2
  %z = alloca i16, align 2
  store i16* %tr, i16** %1, align 2
  call void @llvm.dbg.declare(metadata !{i16** %1}, metadata !55), !dbg !56
  call void @llvm.dbg.declare(metadata !{i16* %x}, metadata !57), !dbg !58
  %2 = call i16 bitcast (i16 (...)* @ACCEL_getX to i16 ()*)(), !dbg !59
  store i16 %2, i16* %x, align 2, !dbg !59
  call void @llvm.dbg.declare(metadata !{i16* %y}, metadata !60), !dbg !61
  %3 = call i16 bitcast (i16 (...)* @ACCEL_getY to i16 ()*)(), !dbg !62
  store i16 %3, i16* %y, align 2, !dbg !62
  call void @llvm.dbg.declare(metadata !{i16* %z}, metadata !63), !dbg !64
  %4 = call i16 bitcast (i16 (...)* @ACCEL_getZ to i16 ()*)(), !dbg !65
  store i16 %4, i16* %z, align 2, !dbg !65
  %5 = load i16* %x, align 2, !dbg !66
  %6 = load i16** %1, align 2, !dbg !66
  %7 = getelementptr inbounds i16* %6, i16 0, !dbg !66
  store i16 %5, i16* %7, align 2, !dbg !66
  %8 = load i16* %y, align 2, !dbg !67
  %9 = load i16** %1, align 2, !dbg !67
  %10 = getelementptr inbounds i16* %9, i16 1, !dbg !67
  store i16 %8, i16* %10, align 2, !dbg !67
  %11 = load i16* %z, align 2, !dbg !68
  %12 = load i16** %1, align 2, !dbg !68
  %13 = getelementptr inbounds i16* %12, i16 2, !dbg !68
  store i16 %11, i16* %13, align 2, !dbg !68
  ret void, !dbg !69
```

CFG for 'getOneSample' function