;; Function AddTwo (AddTwo, funcdef\_no=0, decl\_uid=1795, cgraph\_uid=0, symbol\_order=0)

;; 1 loops found

;;

;; Loop 0

;; header 0, latch 1

;; depth 0, outer -1

;; nodes: 0 1 2 3

;; 2 succs { 3 }

;; 3 succs { 1 }

AddTwo (int a)

{

int D.1801;

<bb 2> [0.00%]:

a = a + 2;

D.1801 = a;

<L0> [0.00%]:

return D.1801;

}

;; Function main (main, funcdef\_no=1, decl\_uid=1797, cgraph\_uid=1, symbol\_order=1)

Removing basic block 3

;; 1 loops found

;;

;; Loop 0

;; header 0, latch 1

;; depth 0, outer -1

;; nodes: 0 1 2 3

;; 2 succs { 3 }

;; 3 succs { 1 }

main ()

{

int x;

int D.1803;

<bb 2> [0.00%]:

x = 3;

x = AddTwo (x);

D.1803 = x;

<L0> [0.00%]:

return D.1803;

}