**Task 3- Answers**

**Part 1 (src/condition.cpp and ir/condition.ll):**

* How is x>5 checked?
  + Via script – ‘ %5 = icmp sgt i32 %4, 5 ’.
  + This is the signed int comparison between x and 5.
  + sgt stands for signed greater than
* How is the if/else structure implemented?
  + Via script – ‘ br i1 %5, label %6, label %7 ’.
  + %6 is the "then" block, %7 is the "else" block.
* How does LLVM determine which return value to use?
  + By assigning 1 or 0 to memeory (%2) in %6 or %7 resp.
  + Then, at merge block %8, it loads the value from %2 and returns it as in the following script:

%9 = load i32, ptr %2

ret i32 %9

**Part 2 (src/loop.cpp and ir/loop.ll):**

* What role does the phi node play?
  + phi merges values from multiple control paths (e.g., from entry and loop back-edge)
  + It tracks loop variables like ‘i’ and accumulators like ‘s’.
* How does LLVM remember the loop variable i across iterations?
  + Via the script :

‘ %14 = load i32, ptr %4

%15 = add nsw i32 %14, 1

store i32 %15, ptr %4

* + LLVM uses memory allocation (%4) to store and update i.
  + In each iteration, it:
    - loads i,
    - increments i,
    - and stores i again.
* How is the loop exit condition implemented?
  + Via the script:

%6 = load i32, ptr %4

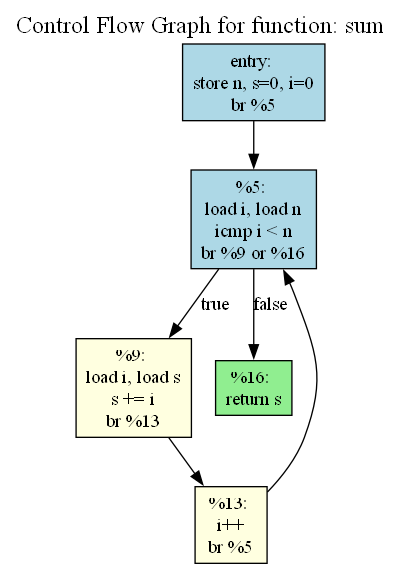
%7 = load i32, ptr %2

%8 = icmp slt i32 %6, %7

br i1 %8, label %9, label %16

* + LLVM checks ‘i<n’ as follows:
    - If true, branches to loop body
    - If false, goes to return block

**Part 3 (loop\_cfg.dot and loop\_cfg.png)**: CFG for loop.ll



**Bonus Challenge (src/switch.cpp and ir/switch.ll)**:

* How does LLVM represent the switch statement?
  + Via the script ‘ switch i32 %4, label %7 [ i32 1, label %5, i32 2, label %6 ] ’
  + %4 is the value of x
  + If %4 == 1, control goes to block %5
  + If %4 == 2, control goes to %6
  + Otherwise, it jumps to %7 (the default case)
* This is a direct representation of the switch, not expanded into icmp and br.
* Each case block (%5, %6, %7) stores the result to %2, and unconditionally jumps to %8, where the return value is loaded and returned as follows:

‘ %9 = load i32, ptr %2

ret i32 %9 ’