

BB125:

```
%126 = load kount
%127 = add %126, 1
%128 = store %127, kount
br BB129
```

BB129:

```
%i.0 = phi [ 0, BB125 ], [ %130, BB131 ]
%132 = icmp-sle %i.0, 12
br %132 BB133 BB134
```

BB133:

```
%135 = sext %i.0
%136 = getelementptr class, 0, %135
%137 = load %136
%138 = sext %137
%139 = getelementptr piececount, 0, %138
%140 = load %139
%141 = icmp-ne %140, 0
br %141 BB142 BB143
```

BB142:

```
%144 = call @Fit( %145,%i.0)
%146 = icmp-ne %144, 0
br %146 BB147 BB148
```

BB147:

```
%149 = call @Place( %145,%i.0)
%150 = call @Trial( %149)
%151 = icmp-ne %150, 0
br %151 BB152 BB153
```

BB153:

```
%154 = icmp-eq %149, 0
br %154 BB152 BB155
```

BB152:

```
br BB156
```

BB155:

```
%157 = call @Remove( %145,%i.0)
br BB158
```

BB158:

```
br BB148
```

BB148:

```
br BB143
```

BB143:

```
br BB131
```

BB131:

```
%130 = add %i.0, 1
br BB129
```

BB156:

```
%retval.0 = phi [ 1, BB152 ], [ 0, BB134 ]
ret retval.0
```

BB134:

```
br BB156
```