```
%3 = alloca [30 \times i8], align 1
                                 %4 = getelementptr inbounds [30 x i8], ptr %3, i32 0, i32 0
                                 call void @llvm.lifetime.start.p0(i64 30, ptr nonnull %4) #7
                                 call void @llvm.memset.p0.i32(ptr nonnull align 1 %4, i8 0, i32 30, i1 false)
                                 %5 = tail call i32 (ptr, ...) @printf(ptr @.str.8, i32 2, i32 3)
                                 %6 = tail call i32 (ptr, ...) @printf(ptr @.str.9, i32 %0)
                                 %7 = icmp eq i32 %0, 4919
                                 br i1 %7, label %8, label %9
8:
                                                                          9:
store i32 1, ptr @g_is_root, align 4, !tbaa !3
                                                                          call void @llvm.memcpy.p0.p0.i32(ptr nonnull align 1 %4, ptr align 1
 call void @llvm.memcpy.p0.p0.i32(ptr nonnull align 1 %4, ptr align 1
                                                                          ... @.str.6, i32 13, i1 false)
... @.str.7, i32 11, i1 false)
                                                                           br label %10
 br label %10
                                        10:
                                        %11 = call i32 @send(i32 %1, ptr nonnull %4, i32 20, i32 0) #7
                                         call void @llvm.lifetime.end.p0(i64 30, ptr nonnull %4) #7
                                         ret void
```

CFG for 'setPrivLevel' function