```
entry:
 %a = alloca i32, align 4
 call void @STORE()
 store i32 3, i32* %a, align 4
 %convert_ptr2i32 = ptrtoint i32* %a to i32
 %0 = load i32, i32* %a, align 4
 %injectError32IntData = call i32 @injectError32IntData(i32 %convert_ptr2i32)
 ret i32 %0
```

CFG for 'hello' function