

Test.c

```
int add(){  
  int a=1;  
  a= a+1;  
}  
int main(){  
  add();  
  add();  
}
```

Program/Module

Analysis Tool

Instrumentation Pass

Runtime Library

Compilation

Input

**Instrumented
Program**

Ouput

Runtime.c

```
Int loadCount=0;  
Int storeCount=0;  
Int loadCount(){  
  loadCount++;  
}  
  
Int storeCount(){  
  storeCount++;  
}
```

