```
entry:
        %a = alloca i32, align 4
        %_shadow_a = alloca i32, align 4
        %b = alloca i32, align 4
        %_shadow_b = alloca i32, align 4
        call void @llvm.dbg.declare(metadata i32* %a, metadata !11, metadata !12),
        ... !dbg !13
        store i32 10, i32* %a, align 4, !dbg !14
        call void @llvm.dbg.declare(metadata i32* %b, metadata !15, metadata !12),
        ... !dbg !16
        store i32 20, i32* %b, align 4, !dbg !16
        \%0 = \text{load i} 32, i 32*\% b, align 4, !dbg !17
        %cmp = icmp eq i32 %0, 20, !dbg !19
        br i1 %cmp, label %if.then, label %if.else, !dbg !20
                          T
                                                                   F
if.then:
                                                  if.else:
%1 = load i32, i32* %a, align 4, !dbg !21
                                                   %2 = \text{load i} 32, i 32* \% a, align 4, !dbg !26
%add = add nsw i32 %1, 1, !dbg !23
                                                   %add1 = add nsw i32 %2, 2, !dbg !28
                                                   store i32 %add1, i32* %a, align 4, !dbg !29
store i32 %add, i32* %a, align 4, !dbg !24
br label %if.end, !dbg !25
                                                   br label %if.end
              if.end:
               %3 = 10ad i32, i32* %a, align 4, !dbg !30
               %call = call i32 @_Z9passParamiPi(i32 %3, i32* %a), !dbg !31
               \%4 = \text{load i}32, i32* \%a, align 4, !dbg !32
               ret i32 %4, !dbg !33
```

CFG for '_Z10dependencyv' function