

2:

```
%3 = alloca i32, align 4
%4 = alloca i32, align 4
%5 = alloca ptr, align 8
%6 = alloca i32, align 4
store i32 0, ptr %3, align 4
store i32 %0, ptr %4, align 4
store ptr %1, ptr %5, align 8
%7 = call noundef nonnull align 8 dereferenceable(8) ptr
... @_ZStlsISt11char_traitsIcEERSt13basic_ostreamIcT_ES5_PKc(ptr noundef nonnull
... align 8 dereferenceable(8) @_ZSt4cout, ptr noundef @.str)
store i32 0, ptr %6, align 4
br label %8
```

8:

```
%9 = load i32, ptr %6, align 4
%10 = load i32, ptr %4, align 4
%11 = icmp slt i32 %9, %10
br i1 %11, label %12, label %17
```

T

F

12:

```
%13 = call noundef nonnull align 8 dereferenceable(8) ptr
... @_ZStlsISt11char_traitsIcEERSt13basic_ostreamIcT_ES5_PKc(ptr noundef nonnull
... align 8 dereferenceable(8) @_ZSt4cout, ptr noundef @.str.1)
br label %14
```

14:

```
%15 = load i32, ptr %6, align 4
%16 = add nsw i32 %15, 1
store i32 %16, ptr %6, align 4
br label %8, !llvm.loop !6
```

17:

```
%18 = call noundef nonnull align 8 dereferenceable(8) ptr
... @_ZStlsISt11char_traitsIcEERSt13basic_ostreamIcT_ES5_PKc(ptr noundef nonnull
... align 8 dereferenceable(8) @_ZSt4cout, ptr noundef @.str.2)
ret i32 0
```

CFG for 'main' function