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%0:
%1 = alloca i32, align 4
%A = alloca i32*, align 8
%B = alloca i32*, align 8
%x = alloca i32, align 4
%y = alloca i32, align 4
store i32 0, i32* %1, align 4
call void @llvm.dbg.declare(metadata i32** %A, metadata !11, metadata !13),
... !dbg !14
%2 = call noalias i8* @malloc(i64 10) #4, !dbg !15
%3 = bitcast i8* %2 to i32*, !dbg !15
store i32* %3, i32** %A, align 8, !dbg !14
call void @llvm.dbg.declare(metadata i32** %B, metadata !16, metadata !13),
... !dbg !17
%4 = call noalias i8* @malloc(i64 10) #4, !dbg !18
%5 = bitcast i8* %4 to i32*, !dbg !18
store i32* %5, i32** %B, align 8, !dbg !17
call void @llvm.dbg.declare(metadata i32* %x, metadata !19, metadata !13),
... !dbg !20
%6 = call i32 (...) @non_det_int(), !dbg !21
store i32 %6, i32* %x, align 4, !dbg !20
call void @llvm.dbg.declare(metadata i32* %y, metadata !22, metadata !13),
... !dbg !23
%7 = load i32, i32* %x, align 4, !dbg !24
%8 = mul nsw i32 %7, 7, !dbg !25
%9 = sub nsw i32 %8, 15, !dbg !26
store i32 %9, i32* %y, align 4, !dbg !23
%10 = load i32, i32* %y, align 4, !dbg !27
%11 = icmp sgt i32 %10, 14, !dbg !29
br i1 %11, label %12, label %14, !dbg !30

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%12:

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%13 = load i32*, i32** %A, align 8, !dbg !31
store i32* %13, i32** %B, align 8, !dbg !33
br label %14, !dbg !34

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%14:

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%15 = load i32*, i32** %A, align 8, !dbg !35
%16 = bitcast i32* %15 to i8*, !dbg !35
call void @free(i8* %16) #4, !dbg !36
%17 = load i32*, i32** %B, align 8, !dbg !37
%18 = bitcast i32* %17 to i8*, !dbg !37
call void @free(i8* %18) #4, !dbg !38
ret i32 0, !dbg !39

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CFG for 'main' function