## Compilation de Mini-Lustre vers LLVM

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## Comment vérifier le typage ?

```
define dso_local i32 @main() #0 {
  %1 = alloca i32, align 4
  %2 = alloca i32, align 4
  %3 = alloca i32, align 4
  store i32 1, i32* %1, align 4
  store i32 1, i32* %2, align 4
  %4 = load i32, i32* %1, align 4
  \%5 = \text{load i32}, i32* \%2, align 4
  \%6 = add nsw i32 \%4, \%5
  store i32 %6, i32* %3, align 4
  %7 = load i32, i32* %3, align 4
  %8 = call i32 (i8*, ...)
        @printf(i8* getelementptr inbounds
                     ([4 \times i8], [4 \times i8] * 0.str, i64 0, i64 0), i32 \%7)
  ret i32 0
}
```

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