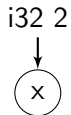
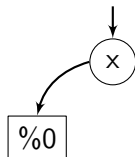


```
int main(int argc, char *argv[]){  
    int x=2;  
    x+=3;  
    x=x*x;  
    printf("%d\n", x);  
    return 0;  
}
```



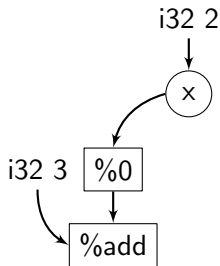
- `%x = alloca i32, align 4`
- `store i32 2, i32* %x, align 4`
`%0 = load i32* %x, align 4`
`%add = add nsw i32 %0, 3`
`store i32 %add, i32* %x, align 4`
`%1 = load i32* %x, align 4`
`%2 = load i32* %x, align 4`
`%mul = mul nsw i32 %1, %2`
`store i32 %mul, i32* %x, align 4`
`%3 = load i32* %x, align 4`
`%call = call ... @printf(@.str %3)`

i32 2



```
%x = alloca i32, align 4
store i32 2, i32* %x, align 4
● %0 = load i32* %x, align 4
%add = add nsw i32 %0, 3
store i32 %add, i32* %x, align 4
%1 = load i32* %x, align 4
%2 = load i32* %x, align 4
%mul = mul nsw i32 %1, %2
store i32 %mul, i32* %x, align 4
%3 = load i32* %x, align 4
%call = call ... @printf(@.str %3)
```

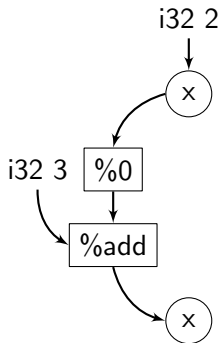
```
%x = alloca i32, align 4
store i32 2, i32* %x, align 4
%0 = load i32* %x, align 4
%add = add nsw i32 %0, 3
store i32 %add, i32* %x, align 4
%1 = load i32* %x, align 4
%2 = load i32* %x, align 4
%mul = mul nsw i32 %1, %2
store i32 %mul, i32* %x, align 4
%3 = load i32* %x, align 4
%call = call ... @printf(@.str %3)
```



```

%x = alloca i32, align 4
store i32 2, i32* %x, align 4
%0 = load i32* %x, align 4
%add = add nsw i32 %0, 3
store i32 %add, i32* %x, align 4
%1 = load i32* %x, align 4
%2 = load i32* %x, align 4
%mul = mul nsw i32 %1, %2
store i32 %mul, i32* %x, align 4
%3 = load i32* %x, align 4
%call = call ... @printf(@.str %3)

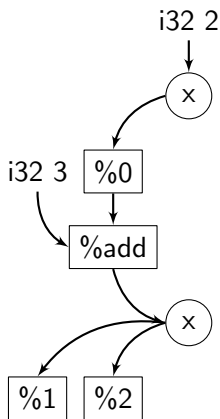
```



```

%x = alloca i32, align 4
store i32 2, i32* %x, align 4
%0 = load i32* %x, align 4
%add = add nsw i32 %0, 3
store i32 %add, i32* %x, align 4
%1 = load i32* %x, align 4
%2 = load i32* %x, align 4
%mul = mul nsw i32 %1, %2
store i32 %mul, i32* %x, align 4
%3 = load i32* %x, align 4
%call = call ... @printf(@.str %3)

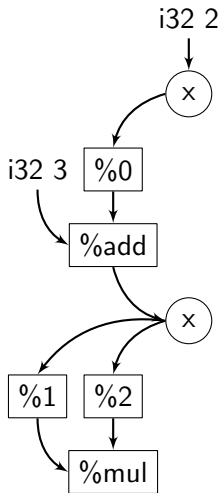
```



```

%x = alloca i32, align 4
store i32 2, i32* %x, align 4
%0 = load i32* %x, align 4
%add = add nsw i32 %0, 3
store i32 %add, i32* %x, align 4
%1 = load i32* %x, align 4
%2 = load i32* %x, align 4
%mul = mul nsw i32 %1, %2
store i32 %mul, i32* %x, align 4
%3 = load i32* %x, align 4
%call = call ... @printf(@.str %3)

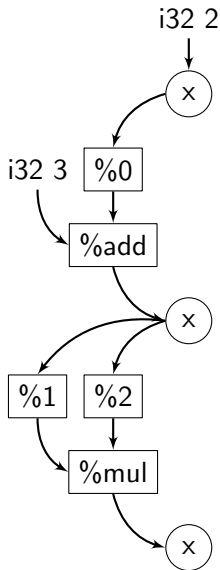
```



```

%x = alloca i32, align 4
store i32 2, i32* %x, align 4
%0 = load i32* %x, align 4
%add = add nsw i32 %0, 3
store i32 %add, i32* %x, align 4
%1 = load i32* %x, align 4
%2 = load i32* %x, align 4
%mul = mul nsw i32 %1, %2
store i32 %mul, i32* %x, align 4
%3 = load i32* %x, align 4
%call = call ... @printf(@.str %3)

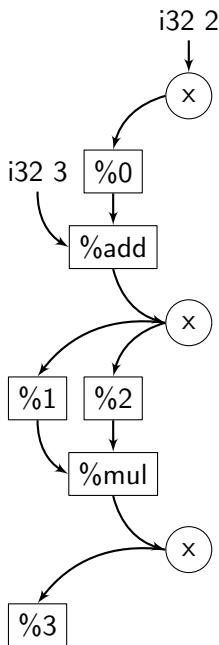
```




```

%x = alloca i32, align 4
store i32 2, i32* %x, align 4
%0 = load i32* %x, align 4
%add = add nsw i32 %0, 3
store i32 %add, i32* %x, align 4
%1 = load i32* %x, align 4
%2 = load i32* %x, align 4
%mul = mul nsw i32 %1, %2
store i32 %mul, i32* %x, align 4
%3 = load i32* %x, align 4
%call = call ... @printf(@.str %3)

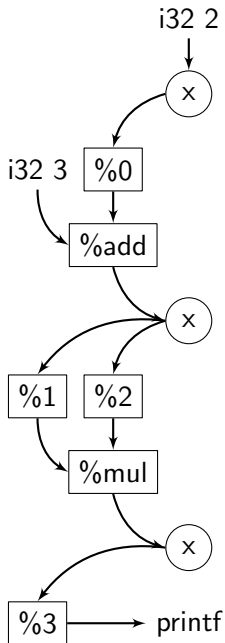
```



```

%x = alloca i32, align 4
store i32 2, i32* %x, align 4
%0 = load i32* %x, align 4
%add = add nsw i32 %0, 3
store i32 %add, i32* %x, align 4
%1 = load i32* %x, align 4
%2 = load i32* %x, align 4
%mul = mul nsw i32 %1, %2
store i32 %mul, i32* %x, align 4
%3 = load i32* %x, align 4
● %call = call ... @printf(@.str %3)

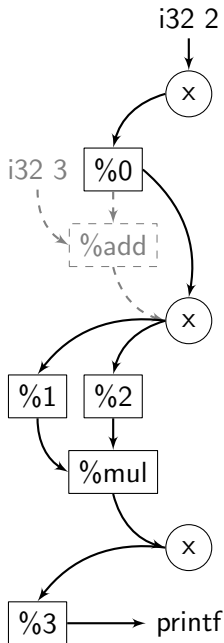
```



```

%x = alloca i32, align 4
store i32 2, i32* %x, align 4
%0 = load i32* %x, align 4
%add = add nsw i32 %0, 3
store i32 %add, i32* %x, align 4
%1 = load i32* %x, align 4
%2 = load i32* %x, align 4
%mul = mul nsw i32 %1, %2
store i32 %mul, i32* %x, align 4
%3 = load i32* %x, align 4
%call = call ... @printf(@.str %3)

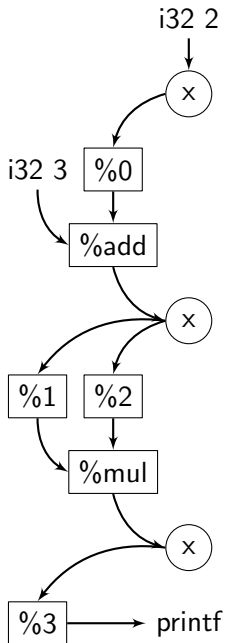
```



```

%x = alloca i32, align 4
store i32 2, i32* %x, align 4
%0 = load i32* %x, align 4
%add = add nsw i32 %0, 3
store i32 %add, i32* %x, align 4
%1 = load i32* %x, align 4
%2 = load i32* %x, align 4
%mul = mul nsw i32 %1, %2
store i32 %mul, i32* %x, align 4
%3 = load i32* %x, align 4
%call = call ... @printf(@.str %3)

```



```

%x = alloca i32, align 4
store i32 2, i32* %x, align 4
%0 = load i32* %x, align 4
%add = add nsw i32 %0, 3
store i32 %add, i32* %x, align 4
%1 = load i32* %x, align 4
%2 = load i32* %x, align 4
%mul = mul nsw i32 %1, %2
store i32 %mul, i32* %x, align 4
%3 = load i32* %x, align 4
%call = call ... @printf(@.str %3)

```

