

i32 @main()

%bar_result = alloca i32, align 4
%call1 = call i32 @bar()
store i32 %call1, i32* %bar_result

ret i32 0

i32 @bar()

%y = alloca i32, align 4
store i32 42, i32* %y, align 4
%0 = load i32, i32* %y, align 4
ret i32 %0