

i32 @main()

```
%some_int = alloca i32, align 4  
%foo_result = alloca i32, align 4  
store i32 10, i32* %some_int, align 4  
%0 = load i32, i32* %some_int, align 4  
%call = call i32 @foo(i32 %0)  
store i32 %call, i32* %foo_result
```

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

```
%retval = alloca i32, align 4  
store i32 0, i32* %retval, align 4
```

```
ret i32 0
```

i32 @foo(i32 %n)

i32 @bar()