

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)

```
%n.addr = alloca i32, align 4
%x = alloca i32, align 4
store i32 %n, i32* %n.addr, align 4
%0 = load i32, i32* %n.addr, align 4
%add = add nsw i32 %0, 10
store i32 %add, i32* %x, align 4
%1 = load i32, i32* %x, align 4
ret i32 %1
```

i32 @bar()

```
%y = alloca i32, align 4
%call = call i32 @qux()
store i32 %call, i32* %y, align 4
%0 = load i32, i32* %y, align 4
ret i32 %0
```

i32 @qux()

```
ret i32 42
```