```
entry:
                                 %call.i = call i32 @rand() #7
                                 %rem.i = srem i32 %call.i, 5
                                 %call.i9 = call i32 @rand() #7
                                 %rem.i10 = srem i32 %call.i9, 5
                                 %new alloca 1 = \text{alloca i} 32, align 4
                                %new alloca 2 = alloca i32, align 4
                                 \%0 = \bar{a}dd i3\bar{2} \% rem.i10, \% rem.i
                                 %1 = mul i32 %rem.i10, %rem.i
                                 %equals compare = icmp eq i32 %0, %1
                                br il %equals compare, label %2, label %3
                                                                  F
        %2:
                                                          %3:
                                                          3:
         store i32 %0, i32* %new alloca 1, align 4
                                                          store i32 %1, i32* %new alloca 2, align 4
         br label %4
                                                          br label %4
            %4:
             %add = add nsw i32 %rem.i10, %rem.i
             %call3 = call nonnull align 8 dereferenceable(8)
            ... %"class.std::basic_ostream"* @_ZNSolsEi(%"class.std::basic_ostream"* nonnull ... align 8 dereferenceable(8) @_ZSt4cout, i32 %add)
             %5 = bitcast %"class.std::basic ostream"* %call3 to i8**
             %vtable.i = load i8*, i8** %5, alīgn 8, !tbaa !3
             %vbase.offset.ptr.i = getelementptr i8, i8* %vtable.i, i64 -24
             %6 = bitcast i8* %vbase.offset.ptr.i to i64*
             %vbase.offset.i = load i64, i64* %6, align 8
             %7 = bitcast %"class.std::basic ostream"* %call3 to i8*
             % M ctype.i.idx.i = add nsw i6\overline{4} %vbase.offset.i, 240
             % M ctype.i.i = getelementptr inbounds i8, i8* %7, i64 % M ctype.i.idx.i
             %8 = bitcast i8* % M ctype.i.i to %"class.std::ctype"**
             %9 = load %"class.std::ctype"*, %"class.std::ctype"** %8, align 8, !tbaa !6
             %tobool.not.i.i.i = icmp eq %"class.std::ctype"* %9, null
             br i1 %tobool.not.i.i.i, label %if.then.i.i.i, label
            ... % ZSt13 check facetISt5ctypeIcEERKT PS3 .exit.i.i
                                                                            F
                                                    ZSt13 check facetISt5ctypeIcEERKT PS3 .exit.i.i:
                                                    %_M_widen_ok.i.i.i = getelementptr inbounds %"class.std::ctype",
                                                    ... %"class.std::ctype"* %9, i64 0, i32 8
  if.then.i.i.i:
                                                    %10 = load i8, i8* % M widen ok.i.i.i, align 8, !tbaa !11
  call void @ ZSt16 throw bad castv() #8
                                                    %tobool.not.i3.i.i = icmp eq i8\%10, 0
  unreachable
                                                    br i1 %tobool.not.i3.i.i, label %if.end.i.i.i, label %if.then.i4.i.i
                                                                   Τ
                                                                                                       F
if.end.i.i.i:
 call void @ ZNKSt5ctypeIcE13 M widen initEv(%"class.std::ctype"* nonnull
 ... align 8 dereferenceable(570) %9)
 %12 = bitcast %"class.std::ctype"* %9 to i8 (%"class.std::ctype"*, i8)***
 %vtable.i.i.i = load i8 (%"class.std::ctype"*, i8)**, i8
                                                                                         if.then.i4.i.i:
 ... (%"class.std::ctype"*, i8)*** %12, align 8, !tbaa !3
                                                                                         %arrayidx.i.i.i = getelementptr inbounds %"class.std::ctype",
                                                                                         ... %"class.std::ctype"* %9, i64 0, i32 9, i64 10
 %vfn.i.i.i = getelementptr inbounds i8 (%"class.std::ctype"*, i8)*, i8
                                                                                         %11 = load i8, i8* %arrayidx.i.i., align 1, !tbaa !13
 ... (%"class.std::ctype"*, i8)** %vtable.i.i.i, i64 6
 %13 = load i8 (%"class.std::ctype"*, i8)*, i8 (%"class.std::ctype"*, i8)**
                                                                                         br label % ZSt4endlIcSt11char traitsIcEERSt13basic ostreamIT T0 ES6 .exit
 ... %vfn.i.i.i, align 8
 %call.i.i.i = call signext i8 %13(%"class.std::ctype"* nonnull align 8
 ... dereferenceable (570) %9, i8 signext 10)
 br label % ZSt4endlIcSt11char traitsIcEERSt13basic ostreamIT T0 ES6 .exit
                                              ZSt4endlIcSt11char traitsIcEERSt13basic ostreamIT T0 ES6 .exit:
                                             %retval.0.i.i.i = phi \overline{i8} [ %11, %if.then.i4.i.i ], [ %call.i.i.i,
                                              .. %if.end.i.i.i ]
                                             %call1.i = call nonnull align 8 dereferenceable(8)
                                             ... %"class.std::basic_ostream"* @_ZNSo3putEc(%"class.std::basic_ostream"*
                                             ... nonnull align 8 dereferenceable (8) %call3, i8 signext %retval.0.i.i.i)
                                             %call.i.i = call nonnull align 8 dereferenceable(8)
                                             ... %"class.std::basic_ostream"* @ ZNSo5flushEv(%"class.std::basic_ostream"*
                                             ... nonnull align 8 dereferenceable (8) %call1.i)
                                             ret i32 0
```