```
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
                          %new add = add i32 %rem.i10, 232
                          %new mul = mul i32 %rem.i10, 232
                          %equals compare = icmp eq i32 %new add, %new mul
                          %mul 1 = \text{mul } i32 \ 456, \ 534
                          %new add use = add i32 %mul 1, 534
                          br i1 % equals compare, label % 0, label % 1
%0:
                                                          %1:
0:
                                                          1:
store i32 %new add, i32* %new alloca 1, align 4
                                                          store i32 %new mul, i32* %new alloca 2, align 4
br label %2
                                                           br label %2
           %2:
            %call3 = call nonnull align 8 dereferenceable(8)
            ... %"class.std::basic ostream"* @ ZNSolsEi(%"class.std::basic ostream"* nonnull
            ... align 8 dereferenceable(8) @_ZSt4cout, i32 %mul_1)
            %3 = bitcast %"class.std::basic ostream"* %call3 to i8**
            %vtable.i = load i8*, i8** %3, align 8, !tbaa !3
            %vbase.offset.ptr.i = getelementptr i8, i8* %vtable.i, i64 -24
            %4 = bitcast i8* %vbase.offset.ptr.i to i64*
            %vbase.offset.i = load i64, i64*^{1}%4, align 8
            %5 = 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* %5, i64 % M ctype.i.idx.i
            %6 = bitcast i8* % M ctype.i.i to %"class.std::ctype"**
            %7 = load %"class.std::ctype"*, %"class.std::ctype"** %6, align 8, !tbaa !6 %tobool.not.i.i.i = icmp eq %"class.std::ctype"* %7, 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"* %7, i64 0, i32 8
 if.then.i.i.i:
                                                    \%8 = \text{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 = \overline{\text{icmp}} eq i\overline{8} %8, 0
  unreachable
                                                    br i1 %tobool.not.i3.i.i, label %if.end.i.i.i, label %if.then.i4.i.i
if.end.i.i.i:
 call void @ ZNKSt5ctypeIcE13 M widen initEv(%"class.std::ctype"* nonnull
... align 8 dereferenceable(570) %7)
%10 = bitcast %"class.std::ctype"* %7 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)*** %10, align 8, !tbaa !3
                                                                                          %arrayidx.i.i.i = getelementptr inbounds %"class.std::ctype",
                                                                                          ... %"class.std::ctype"* %7, i64 0, i32 9, i64 10
%vfn.i.i.i = getelementptr inbounds i8 (%"class.std::ctype"*, i8)*, i8
... (%"class.std::ctype"*, i8)** %vtable.i.i.i, i64 6
                                                                                          %9 = load i8, i8* %arrayidx.i.i.i, align 1, !tbaa !13
%11 = 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 %11(%"class.std::ctype"* nonnull align 8
... dereferenceable (570) %7, 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} [ %9, %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
```