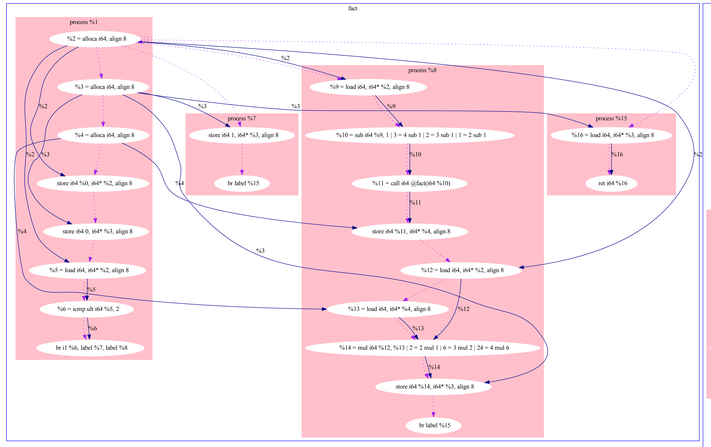
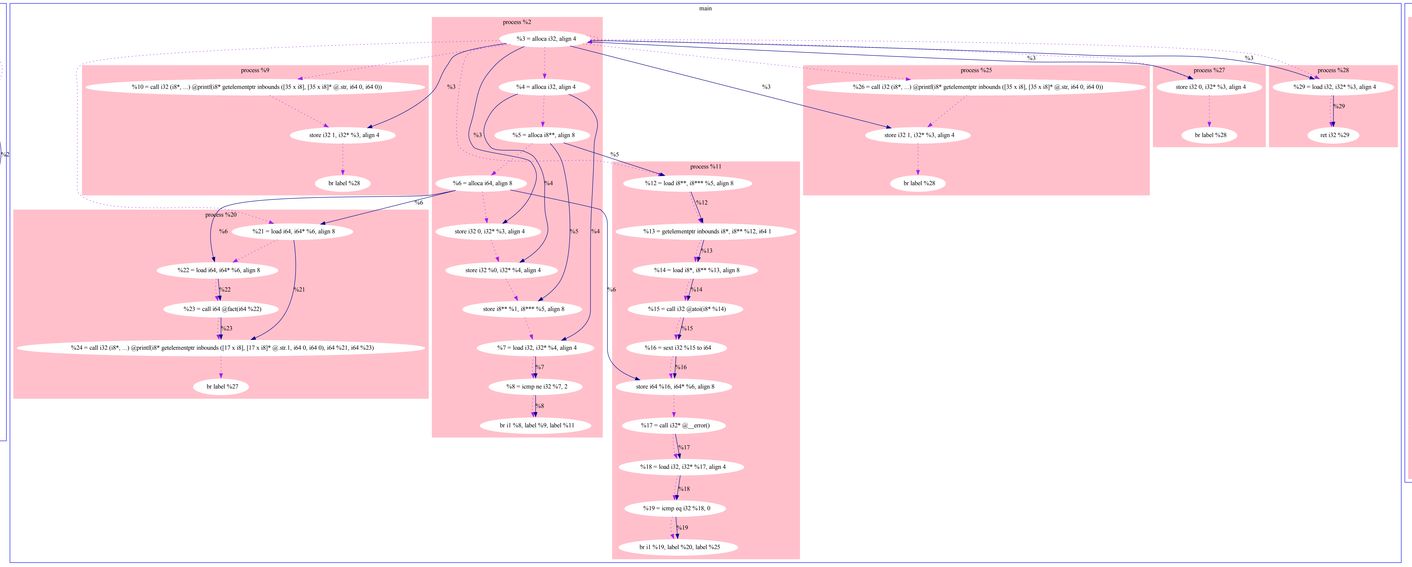
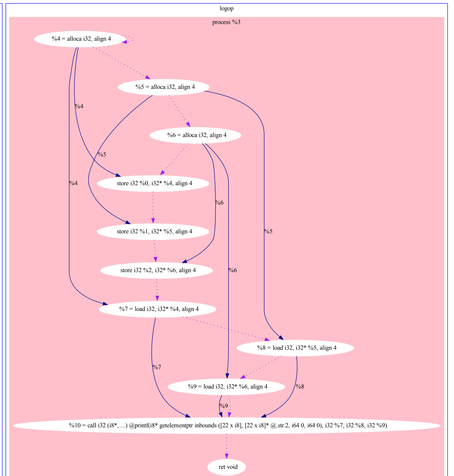

fact
process %1
%2 = alloca i64, align 8
%3 = alloca i64, align 8
%4 = alloca i64, align 8
store i64 %0, i64* %2, align 8
store i64 0, i64* %3, align 8
%5 = load i64, i64* %2, align 8
%6 = icmp ult i64 %5, 2
br i1 %6, label %7, label %8
process %7
store i64 1, i64* %3, align 8
br label %15
process %8
%9 = load i64, i64* %2, align 8
%10 = sub i64 %9, 1 | 3 = 4 sub 1 | 2 = 3 sub 1 | 1 = 2 sub 1
%11 = call i64 @fact(i64 %10)
store i64 %11, i64* %4, align 8
%12 = load i64, i64* %2, align 8
%13 = load i64, i64* %4, align 8
%14 = mul i64 %12, %13 | 2 = 2 mul 1 | 6 = 3 mul 2 | 24 = 4 mul 6
store i64 %14, i64* %3, align 8
br label %15
process %15
%16 = load i64, i64* %3, align 8
ret i64 %16


main
process %2
%3 = alloca i32, align 4
%4 = alloca i32, align 4
%5 = alloca i8**, align 8
%6 = alloca i64, align 8
store i32 0, i32* %3, align 4
store i32 %0, i32* %4, align 4
store i8** %1, i8*** %5, align 8
%7 = load i32, i32* %4, align 4
%8 = icmp ne i32 %7, 2
br i1 %8, label %9, label %11
process %9
%10 = call i32 (i8*, ...) @printf(i8* getelementptr inbounds ([35 x i8], [35 x i8]* @.str, i64 0, i64 0))
store i32 1, i32* %3, align 4
br label %28
process %11
%12 = load i8**, i8*** %5, align 8
%13 = getelementptr inbounds i8*, i8** %12, i64 1
%14 = load i8*, i8** %13, align 8
%15 = call i32 @atoi(i8* %14)
%16 = sext i32 %15 to i64
store i64 %16, i64* %6, align 8
%17 = call i32* @__errno()
%18 = load i32, i32* %17, align 4
%19 = icmp eq i32 %18, 0
br i1 %19, label %20, label %25
process %20
%21 = load i64, i64* %6, align 8
%22 = load i64, i64* %6, align 8
%23 = call i64 @fact(i64 %22)
%24 = call i32 (i8*, ...) @printf(i8* getelementptr inbounds ([17 x i8], [17 x i8]* @.str.1, i64 0, i64 0), i64 %21, i64 %23)
br label %27
process %25
%26 = call i32 (i8*, ...) @printf(i8* getelementptr inbounds ([35 x i8], [35 x i8]* @.str, i64 0, i64 0))
store i32 1, i32* %3, align 4
br label %28
process %27
store i32 0, i32* %3, align 4
br label %28
process %28
%29 = load i32, i32* %3, align 4
ret i32 %29


logop
process %3
%4 = alloca i32, align 4
%5 = alloca i32, align 4
%6 = alloca i32, align 4
store i32 %0, i32* %4, align 4
store i32 %1, i32* %5, align 4
store i32 %2, i32* %6, align 4
%7 = load i32, i32* %4, align 4
%8 = load i32, i32* %5, align 4
%9 = load i32, i32* %6, align 4
%10 = call i32 (i8*, ...) @printf(i8* getelementptr inbounds ([22 x i8], [22 x i8]* @.str.2, i64 0, i64 0), i32 %7, i32 %8, i32 %9)
ret void