```
var num = 10;
var start : int;
if (num == 10)
{
    start = 0;
}
else
{
    start = 10;
}
func add(lhs : int, rhs : int) -> int
{
            if (lhs > rhs)
            {
                        var flag = 14;
                        return lhs + rhs + flag;
            }
            var num = 44;
            return num + rhs;
}
var result = add(num, 10);
```

BasicBlock(value)

label2
BasicBlock(value)

label3
BasicBlock(value)

add(value)

add(value)

%1 = load i32* @num

store i32 0, @start

store i32 0, @start

vector<BasickBlock>

%5 = load i32* @num

%1 = cmp eq %1, 10

br label4

br label4

%6 = call add(%5, 10)

br %1 label2

store i32 %6, @result

BasicBlock

BasicBlock

BasicBlock

BasicBlock

inst

inst

inst

inst

...

...

...

...

br

br

br

ret