; ModuleID = 'test.c'

target datalayout = "e-m:e-i64:64-f80:128-n8:16:32:64-S128"

target triple = "x86\_64-unknown-linux-gnu"

%struct.\_IO\_FILE = type { i32, i8\*, i8\*, i8\*, i8\*, i8\*, i8\*, i8\*, i8\*, i8\*, i8\*, i8\*, %struct.\_IO\_marker\*, %struct.\_IO\_FILE\*, i32, i32, i64, i16, i8, [1 x i8], i8\*, i64, i8\*, i8\*, i8\*, i8\*, i64, i32, [20 x i8] }

%struct.\_IO\_marker = type { %struct.\_IO\_marker\*, %struct.\_IO\_FILE\*, i32 }

%struct.what = type { i8, i16 }

@.str = private unnamed\_addr constant [6 x i8] c"foo()\00", align 1

@e\_long = common global i64 0, align 8

@g\_double = common global double 0.000000e+00, align 8

@.str.1 = private unnamed\_addr constant [7 x i8] c"oooooh\00", align 1

@func\_ptr = common global i32 (...)\* null, align 8

@stderr = external global %struct.\_IO\_FILE\*, align 8

; Function Attrs: nounwind uwtable

define i32 @foo() #0 {

%1 = call i32 @puts(i8\* getelementptr inbounds ([6 x i8], [6 x i8]\* @.str, i32 0, i32 0))

ret i32 0

}

declare i32 @puts(i8\*) #1

; Function Attrs: nounwind uwtable

define i32 @main(i32 %argc, i8\*\* %argv) #0 {

%1 = alloca i32, align 4

%2 = alloca i32, align 4

%3 = alloca i8\*\*, align 8

; <label>:7 ; preds = %0

%8 = getelementptr inbounds %struct.what, %struct.what\* %X, i32 0, i32 0

store i8 1, i8\* %8, align 2

store i8 49, i8\* %b\_char, align 1

%9 = getelementptr inbounds %struct.what, %struct.what\* %X, i32 0, i32 1

store double 1.000000e+01, double\* @g\_double, align 8

store i8\* getelementptr inbounds ([7 x i8], [7 x i8]\* @.str.1, i32 0, i32 0), i8\*\* %cp\_char\_ptr, align 8

store i32 (...)\* bitcast (i32 ()\* @foo to i32 (...)\*), i32 (...)\*\* @func\_ptr, align 8

%10 = call i32 @puts(i8\* getelementptr inbounds ([8 x i8], [8 x i8]\* @.str.2, i32 0, i32 0))

store i32 10, i32\* %1, align 4

br label %66

; <label>:63 ; preds = %11

%64 = load %struct.\_IO\_FILE\*, %struct.\_IO\_FILE\*\* @stderr, align 8

%65 = call i32 @fputs(i8\* getelementptr inbounds ([11 x i8], [11 x i8]\* @.str.9, i32 0, i32 0), %struct.\_IO\_FILE\* %64)

store i32 -1, i32\* %1, align 4

br label %66

; <label>:66 ; preds = %63, %46, %7

%67 = load i32, i32\* %1, align 4

ret i32 %67

}

declare i32 @printf(i8\*, ...) #1

declare i32 @fputs(i8\*, %struct.\_IO\_FILE\*) #1

attributes #0 = { nounwind uwtable "disable-tail-calls"="false" "less-precise-fpmad"="false" "no-frame-pointer-elim"="true" "no-frame-pointer-elim-non-leaf" "no-infs-fp-math"="false" "no-nans-fp-math"="false" "stack-protector-buffer-size"="8" "target-cpu"="x86-64" "target-features"="+fxsr,+mmx,+sse,+sse2" "unsafe-fp-math"="false" "use-soft-float"="false" }

!llvm.ident = !{!0}

!0 = !{!"clang version 3.8.0 (tags/RELEASE\_380/final)"}