

readFileBuffer(void*, unsigned,
char*, MemoryManager*)

curFilePos(void*, MemoryManager*)

L_{b1}

```
%v1 = zext @toRead  
%v2 = bitcast @file  
%v3 = call read(%f, %v1, %v2)  
%v4 = call ferror(%v2)  
%v5 = icmp eq %v4, 0  
br %v5, Lb3, Lb2
```

L_{b2}

```
%v6 = call alloc_except(48)  
%v7 = bitcast %v6  
%v8 = gep @str.1, 0, 0  
invoke UtilsExcept(%v7, %v8)  
Lb4, Lb5
```

L_{b5}

```
%v9 = landingpad  
call free_except(%v6)  
resume %v9
```

L_{b4}

```
call throw(...)  
unreachable
```

L_{b3}

```
%v10 = trunc %v3  
ret %v10
```

L_{b1}

```
%x1 = bitcast @file  
%x2 = call ftell(%x1)  
%x3 = trunc %x2  
%x4 = icmp eq %x3, -1  
br %x4, Lb2, Lb3
```

L_{b3}

```
ret %x3
```

L_{b2}

```
%x5 = call alloc_except(48)  
%x6 = bitcast %x5  
%x7 = gep @str.2, 0, 0  
invoke UtilsExcept(%x6, %x7)  
Lb4, Lb5
```

L_{b5}

```
%x8 = landingpad  
call free_except(%x5)  
resume %x8
```

L_{b4}

```
call throw(...)  
unreachable
```