

```
%x = alloca %struct.A*
%j = alloca i32
```

```
store i32 4, i32* %j
%t0 = call i8* @malloc(i32 9)
%t1 = bitcast i8* %t0 to %struct.A*
store %struct.A* %t1, %struct.A** %x
%t2 = bitcast %struct.A* %t1 to i8*
call void @free(i8* %t2)
%t3 = call i8* @malloc(i32 9)
%t4 = bitcast i8* %t3 to %struct.A*
%t5 = getelementptr %struct.A, %struct.A* %t4, i32 0, i32 0
%t6 = load i32, i32* %t5
ret i32 %t6
```