

```
%t1 = alloca %struct.A*
%t2 = alloca i32
```



```
store i32 4, i32* %t2
%t3 = load %struct.A*, %struct.A** %t1
%t4 = bitcast %struct.A** %t3 to i8*
call void @free(i8* %t3)
%t5 = call i8* @malloc(i32 9)
%t6 = bitcast i8* %t5 to %struct.A*
%t7 = getelementptr %struct.A, %struct.A* %t6 i1 0, i32 0
ret i32 %t7
```

