

%x = alloca i32



%t0 = call i32 (i8\*, ...) @\_isoc99\_sccanf(i8\* getelementptr([4 x i8], [4 x i8]\* @.str.1, i32 0, i32 0), i32\* @READ\_MEM)  
%t1 = load i32, i32\* @READ\_MEM  
store i32 %t1, i32\* %x  
ret i32 3

