

```
graph TD; Entry([Entry]) --> Body([Body]); Body --> Exit([Exit]);
```

%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