

```
graph TD; Node1([Header]) --> Node2([Main Body]); Node2 --> Node3([Terminator]);
```

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

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