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

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