

%g = alloca i32
%f = alloca i32



%t0 = add i32 4, 2
store i32 %t0, i32* %g
store i32 %t0, i32* %f
%t1 = call i32 (i8*, ...) @printf(i8* getelementptr inbounds ([3 x i8], [3 x i8]* @.str, i32 0, i32 0), i32 %t0)
%t2 = call i32 (i8*, ...) @printf(i8* getelementptr inbounds ([4 x i8], [4 x i8]* @.str.1, i32 0, i32 0), i32 %t0)
ret i32 3

