```
%x = alloca %struct.A*
%j = alloca i32
```

```
store i32 4, i32* %j
%t0 = load %struct.A*, %struct.A** %x
%t1 = bitcast %struct.A* %t0 to i8*
call void @free(i8* %t1)
%t2 = call i8* @malloc(i32 9)
%t3 = bitcast i8* %t2 to %struct.A*
%t4 = getelementptr %struct.A, %struct.A* %t3, i32 0, i32 0
%t5 = load i32, i32* %t4
ret i32 %t5
```