

entry:

%retval = alloca i32, align 4

%x = alloca i32, align 4

store i32 0, i32* %retval, align 4

%0 = load i32, i32* @getelementptr inbounds ([6 x i32], [6 x i32]*
... @_ZL5array, i64 0, i64 1), align 4

%add = add nsw i32 %0, 6

store i32 %add, i32* %x, align 4

ret i32 0

CFG for 'main' function