

%0:

%1 = alloca i32, align 4

store i32 0, i32\* %1, align 4

%2 = call i32 @printf(i8\* getelementptr inbounds ([14 x i8], [14  
... x i8]\* @.str, i64 0, i64 0))

ret i32 0

CFG for 'main' function