```
%0:
                       %1 = alloca i32, align 4
                       %a = alloca i32, align 4
                       %b = alloca i32, align 4
                       %x = alloca i32, align 4
                       %y = alloca i32, align 4
                       store i32 0, i32* %1
                       %2 = load i32* %a, align 4
                       %3 = load i32* %b, align 4
                       %4 = icmp \text{ ne } i32 \%2, \%3
                       br i1 %4, label %5, label %12
                              T
                                                  F
                                            %12:
%5:
                                             %13 = load i32* %b, align 4
\%6 = \text{load i} 32* \%b, align 4
                                             \% 14 = \text{load i} 32* \% \text{a, align } 4
\%7 = \text{load i} 32* \% \text{a, align 4}
                                             \%15 = \text{sub nsw i}32 \%13, \%14
\%8 = \text{sub nsw i} 32 \%6, \%7
                                             store i32 %15, i32* %y, align 4
store i32 %8, i32* %x, align 4
                                             store i32 0, i32* %a, align 4
\%9 = \text{load i} 32* \% \text{a, align } 4
                                             \%16 = \text{load i}32*\%a, align 4
\%10 = \text{load i}32*\%\text{b}, \text{ align 4}
                                             \%17 = \text{load i}32*\%\text{b}, \text{ align 4}
%11 = \text{sub nsw i} 32 \% 9, \%10
                                             %18 = sub nsw i32 %16, %17
store i32 %11, i32* %y, align 4
                                             store i32 %18, i32* %x, align 4
br label %19
                                             br label %19
                            %19:
                             %20 = load i32* %1
                             ret i32 %20
```

CFG for 'main' function