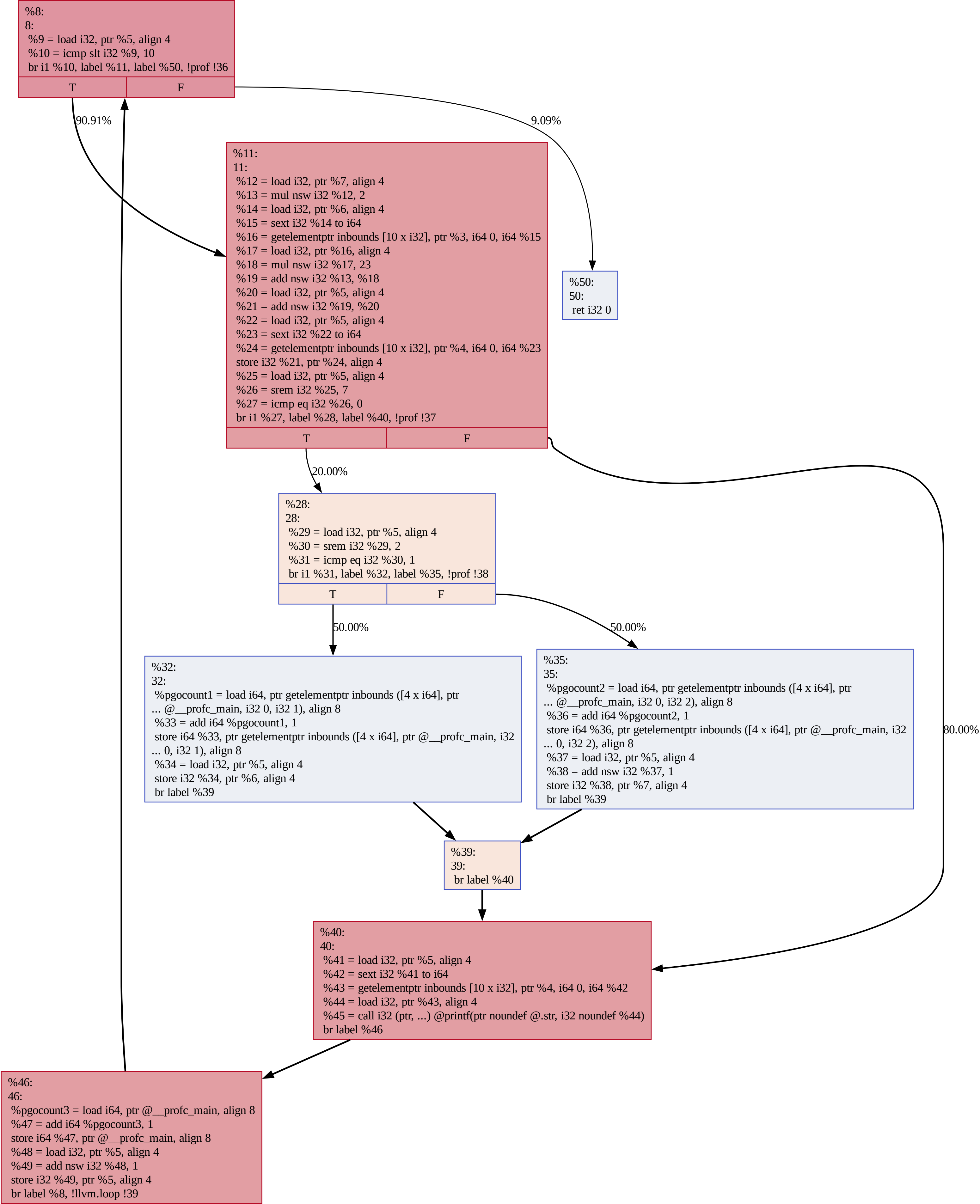


```
%0:
%pgocount = load i64, ptr getelementptr inbounds ([4 x i64], ptr
... @__profc_main, i32 0, i32 3), align 8
%1 = add i64 %pgocount, 1
store i64 %1, ptr getelementptr inbounds ([4 x i64], ptr @__profc_main, i32
... 0, i32 3), align 8
%2 = alloca i32, align 4
%3 = alloca [10 x i32], align 16
%4 = alloca [10 x i32], align 16
%5 = alloca i32, align 4
%6 = alloca i32, align 4
%7 = alloca i32, align 4
store i32 0, ptr %2, align 4
call void @llvm.memcpy.p0.p0.i64(ptr align 16 %3, ptr align 16
... @__const.main.A, i64 40, i1 false)
call void @llvm.memset.p0.i64(ptr align 16 %4, i8 0, i64 40, i1 false)
store i32 37, ptr %7, align 4
store i32 0, ptr %6, align 4
store i32 0, ptr %5, align 4
br label %8
```



CFG for 'main' function