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entry:
  %next_scanline = getelementptr inbounds %struct.jpeg_compress_struct,
... %struct.jpeg_compress_struct* %cinfo, i64 0, i32 36
  %0 = load i32, i32* %next_scanline, align 8, !tbaa !3
  %cmp = icmp eq i32 %0, 0
  %global_state = getelementptr inbounds %struct.jpeg_compress_struct,
... %struct.jpeg_compress_struct* %cinfo, i64 0, i32 4
  %1 = load i32, i32* %global_state, align 4, !tbaa !11
  %.off = add i32 %1, -101
  %switch = icmp ult i32 %.off, 3
  %or.cond = and i1 %cmp, %switch
  br i1 %or.cond, label %if.end, label %if.then

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if.then:
  %err = getelementptr inbounds %struct.jpeg_compress_struct,
... %struct.jpeg_compress_struct* %cinfo, i64 0, i32 0
  %2 = load %struct.jpeg_error_mgr*, %struct.jpeg_error_mgr** %err, align 8,
... !tbaa !12
  %msg_code = getelementptr inbounds %struct.jpeg_error_mgr,
... %struct.jpeg_error_mgr* %2, i64 0, i32 5
  store i32 18, i32* %msg_code, align 8, !tbaa !13
  %arrayidx = getelementptr inbounds %struct.jpeg_error_mgr,
... %struct.jpeg_error_mgr* %2, i64 0, i32 6, i32 0, i64 0
  store i32 %1, i32* %arrayidx, align 4, !tbaa !16
  %error_exit = getelementptr inbounds %struct.jpeg_error_mgr,
... %struct.jpeg_error_mgr* %2, i64 0, i32 0
  %3 = load void (%struct.jpeg_common_struct)*, void
... (%struct.jpeg_common_struct)** %error_exit, align 8, !tbaa !17
  %4 = bitcast %struct.jpeg_compress_struct* %cinfo to
... %struct.jpeg_common_struct*
  tail call void %3(%struct.jpeg_common_struct* %4) #4
  br label %if.end

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if.end:
  %marker10 = getelementptr inbounds %struct.jpeg_compress_struct,
... %struct.jpeg_compress_struct* %cinfo, i64 0, i32 55
  %5 = load %struct.jpeg_marker_writer*, %struct.jpeg_marker_writer**
... %marker10, align 8, !tbaa !18
  %write_any_marker = getelementptr inbounds %struct.jpeg_marker_writer,
... %struct.jpeg_marker_writer* %5, i64 0, i32 0
  %6 = load void (%struct.jpeg_compress_struct*, i32, i8*, i32)*, void
... (%struct.jpeg_compress_struct*, i32, i8*, i32)** %write_any_marker, align 8,
... !tbaa !19
  tail call void %6(%struct.jpeg_compress_struct* nonnull %cinfo, i32 %marker,
... i8* %dataptr, i32 %datalen) #4
  ret void

```

CFG for 'jpeg\_write\_marker' function