

entry:

```
%buffer = alloca [200 x i8], align 16
%0 = getelementptr inbounds [200 x i8], [200 x i8]* %buffer, i64 0, i64 0
call void @llvm.lifetime.start(i64 200, i8* %0) #7
%err = getelementptr inbounds %struct.jpeg_common_struct,
... %struct.jpeg_common_struct* %cinfo, i64 0, i32 0
%1 = load %struct.jpeg_error_mgr*, %struct.jpeg_error_mgr** %err, align 8,
... !tbaa !3
%format_message = getelementptr inbounds %struct.jpeg_error_mgr,
... %struct.jpeg_error_mgr* %1, i64 0, i32 3
%2 = load void (%struct.jpeg_common_struct*, i8*)*, void
... (%struct.jpeg_common_struct*, i8*)** %format_message, align 8, !tbaa !9
call void %2(%struct.jpeg_common_struct* %cinfo, i8* %0) #7
%3 = load %struct._IO_FILE*, %struct._IO_FILE** @stderr, align 8, !tbaa !12
%call = call i32 (%struct._IO_FILE*, i8*, ...) @fprintf(%struct._IO_FILE*
... %3, i8* getelementptr inbounds ([4 x i8], [4 x i8]* @.str.120, i64 0, i64 0),
... i8* %0) #8
call void @llvm.lifetime.end(i64 200, i8* %0) #7
ret void
```

CFG for 'output_message' function