

entry:

```
%0 = load %struct._IO_FILE*, %struct._IO_FILE** @stderr, align 8, !tbaa !2
%1 = tail call i64 @fwrite(i8* getelementptr inbounds ([52 x i8], [52 x i8]*
... @.str.13, i64 0, i64 0), i64 51, i64 1, %struct._IO_FILE* %0) #7
%2 = load %struct._IO_FILE*, %struct._IO_FILE** @stderr, align 8, !tbaa !2
%3 = tail call i64 @fwrite(i8* getelementptr inbounds ([52 x i8], [52 x i8]*
... @.str.14, i64 0, i64 0), i64 51, i64 1, %struct._IO_FILE* %2) #7
%4 = load %struct._IO_FILE*, %struct._IO_FILE** @stderr, align 8, !tbaa !2
%5 = load i8*, i8** @programe, align 8, !tbaa !2
%call2 = tail call i32 (%struct._IO_FILE*, i8*, ...)
... @fprintf(%struct._IO_FILE* %4, i8* getelementptr inbounds ([22 x i8], [22 x
... i8]* @.str.15, i64 0, i64 0), i8* %5) #7
%6 = load %struct._IO_FILE*, %struct._IO_FILE** @stderr, align 8, !tbaa !2
%7 = tail call i64 @fwrite(i8* getelementptr inbounds ([13 x i8], [13 x i8]*
... @.str.16, i64 0, i64 0), i64 12, i64 1, %struct._IO_FILE* %6) #7
%8 = load %struct._IO_FILE*, %struct._IO_FILE** @stderr, align 8, !tbaa !2
%9 = tail call i64 @fwrite(i8* getelementptr inbounds ([38 x i8], [38 x i8]*
... @.str.17, i64 0, i64 0), i64 37, i64 1, %struct._IO_FILE* %8) #7
%10 = load %struct._IO_FILE*, %struct._IO_FILE** @stderr, align 8, !tbaa !2
%11 = tail call i64 @fwrite(i8* getelementptr inbounds ([49 x i8], [49 x
... i8]* @.str.18, i64 0, i64 0), i64 48, i64 1, %struct._IO_FILE* %10) #7
%12 = load %struct._IO_FILE*, %struct._IO_FILE** @stderr, align 8, !tbaa !2
%13 = tail call i64 @fwrite(i8* getelementptr inbounds ([51 x i8], [51 x
... i8]* @.str.19, i64 0, i64 0), i64 50, i64 1, %struct._IO_FILE* %12) #7
%14 = load %struct._IO_FILE*, %struct._IO_FILE** @stderr, align 8, !tbaa !2
%15 = tail call i64 @fwrite(i8* getelementptr inbounds ([49 x i8], [49 x
... i8]* @.str.20, i64 0, i64 0), i64 48, i64 1, %struct._IO_FILE* %14) #7
%16 = load %struct._IO_FILE*, %struct._IO_FILE** @stderr, align 8, !tbaa !2
%17 = tail call i64 @fwrite(i8* getelementptr inbounds ([57 x i8], [57 x
... i8]* @.str.21, i64 0, i64 0), i64 56, i64 1, %struct._IO_FILE* %16) #7
%18 = load %struct._IO_FILE*, %struct._IO_FILE** @stderr, align 8, !tbaa !2
%19 = tail call i64 @fwrite(i8* getelementptr inbounds ([24 x i8], [24 x
... i8]* @.str.22, i64 0, i64 0), i64 23, i64 1, %struct._IO_FILE* %18) #7
%20 = load %struct._IO_FILE*, %struct._IO_FILE** @stderr, align 8, !tbaa !2
%21 = tail call i64 @fwrite(i8* getelementptr inbounds ([67 x i8], [67 x
... i8]* @.str.23, i64 0, i64 0), i64 66, i64 1, %struct._IO_FILE* %20) #7
%22 = load %struct._IO_FILE*, %struct._IO_FILE** @stderr, align 8, !tbaa !2
%23 = tail call i64 @fwrite(i8* getelementptr inbounds ([52 x i8], [52 x
... i8]* @.str.24, i64 0, i64 0), i64 51, i64 1, %struct._IO_FILE* %22) #7
%24 = load %struct._IO_FILE*, %struct._IO_FILE** @stderr, align 8, !tbaa !2
%call12 = tail call i32 (%struct._IO_FILE*, i8*, ...)
... @fprintf(%struct._IO_FILE* %24, i8* getelementptr inbounds ([54 x i8], [54 x
... i8]* @.str.25, i64 0, i64 0), i32 65000) #7
%25 = load %struct._IO_FILE*, %struct._IO_FILE** @stderr, align 8, !tbaa !2
%26 = tail call i64 @fwrite(i8* getelementptr inbounds ([57 x i8], [57 x
... i8]* @.str.26, i64 0, i64 0), i64 56, i64 1, %struct._IO_FILE* %25) #7
%27 = load %struct._IO_FILE*, %struct._IO_FILE** @stderr, align 8, !tbaa !2
%28 = tail call i64 @fwrite(i8* getelementptr inbounds ([35 x i8], [35 x
... i8]* @.str.27, i64 0, i64 0), i64 34, i64 1, %struct._IO_FILE* %27) #7
tail call void @exit(i32 1) #8
unreachable
```

CFG for 'usage' function