

entry:

```
%dest1 = getelementptr inbounds %struct.jpeg_compress_struct,  
... %struct.jpeg_compress_struct* %cinfo, i64 0, i32 5  
%0 = bitcast %struct.jpeg_destination_mgr** %dest1 to  
... %struct.my_destination_mgr**  
%1 = load %struct.my_destination_mgr*, %struct.my_destination_mgr** %0,  
... align 8, !tbaa !3  
%mem = getelementptr inbounds %struct.jpeg_compress_struct,  
... %struct.jpeg_compress_struct* %cinfo, i64 0, i32 1  
%2 = load %struct.jpeg_memory_mgr*, %struct.jpeg_memory_mgr** %mem, align 8,  
... !tbaa !11  
%alloc_small = getelementptr inbounds %struct.jpeg_memory_mgr,  
... %struct.jpeg_memory_mgr* %2, i64 0, i32 0  
%3 = load i8* (%struct.jpeg_common_struct*, i32, i64)*, i8*  
... (%struct.jpeg_common_struct*, i32, i64)** %alloc_small, align 8, !tbaa !12  
%4 = bitcast %struct.jpeg_compress_struct* %cinfo to  
... %struct.jpeg_common_struct*  
%call = tail call i8* %3(%struct.jpeg_common_struct* %4, i32 1, i64 4096) #3  
%buffer = getelementptr inbounds %struct.my_destination_mgr,  
... %struct.my_destination_mgr* %1, i64 0, i32 2  
store i8* %call, i8** %buffer, align 8, !tbaa !15  
%next_output_byte = getelementptr inbounds %struct.my_destination_mgr,  
... %struct.my_destination_mgr* %1, i64 0, i32 0, i32 0  
store i8* %call, i8** %next_output_byte, align 8, !tbaa !18  
%free_in_buffer = getelementptr inbounds %struct.my_destination_mgr,  
... %struct.my_destination_mgr* %1, i64 0, i32 0, i32 1  
store i64 4096, i64* %free_in_buffer, align 8, !tbaa !19  
ret void
```

CFG for 'init_destination' function