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entry:
    %global_state = getelementptr inbounds %struct.jpeg_decompress_struct,
... %struct.jpeg_decompress_struct* %cinfo, i64 0, i32 4
    %0 = load i32, i32* %global_state, align 4, !tbaa !2
    %.off = add i32 %0, -202
    %1 = icmp ugt i32 %.off, 8
    br i1 %1, label %if.then, label %if.end

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if.then:
    %err = getelementptr inbounds %struct.jpeg_decompress_struct,
... %struct.jpeg_decompress_struct* %cinfo, i64 0, i32 0
    %2 = load %struct.jpeg_error_mgr*, %struct.jpeg_error_mgr** %err, align 8,
... !tbaa !10
    %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 !11
    %arrayidx = getelementptr inbounds %struct.jpeg_error_mgr,
... %struct.jpeg_error_mgr* %2, i64 0, i32 6, i32 0, i64 0
    store i32 %0, i32* %arrayidx, align 4, !tbaa !14
    %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 !15
    %4 = bitcast %struct.jpeg_decompress_struct* %cinfo to
... %struct.jpeg_common_struct*
    tail call void %3(%struct.jpeg_common_struct* %4) #3
    br label %if.end

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if.end:
    %inputctl = getelementptr inbounds %struct.jpeg_decompress_struct,
... %struct.jpeg_decompress_struct* %cinfo, i64 0, i32 77
    %5 = load %struct.jpeg_input_controller*, %struct.jpeg_input_controller**
... %inputctl, align 8, !tbaa !16
    %has_multiple_scans = getelementptr inbounds %struct.jpeg_input_controller,
... %struct.jpeg_input_controller* %5, i64 0, i32 4
    %6 = load i32, i32* %has_multiple_scans, align 8, !tbaa !17
    ret i32 %6

```

CFG for 'jpeg_has_multiple_scans' function