```
%0:
                    %1 = alloca [10 \times i32], align 16
                    %2 = \text{sext i} 32 \ 3 \ \text{to i} 64
                    %3 = icmp slt i64 \%2, 0
                    br i1 %3, label %ifBlock, label %split
                             Т
   ifBlock:
   %12 = \text{call i32 (ptr, ...) @printf(ptr @str)}
   call void @exit(i32 1)
   br label %split
                  split:
                   %4 = icmp slt i64 9, %2
                   br i1 %4, label %ifBlock2, label %split1
                                                    F
 ifBlock2:
  %13 = call i32 (ptr, ...) @printf(ptr @str.1)
  call void @exit(i32 1)
  br label %split1
     split1:
      \%5 = \text{getelementptr inbounds} [10 \times i32], \text{ ptr } \%1, i64 0, i64 \%2
      \%6 = load i32, ptr \%5, align 4
      \%7 = add nsw i32 \%6, 2
      \%8 = \text{sext i} 32 5 \text{ to i} 64
      \%9 = icmp slt i64 \%8, 0
     br i1 %9, label %ifBlock4, label %split3
                     Т
                                                          F
ifBlock4:
%14 = call i32 (ptr, ...) @printf(ptr @str.2)
call void @exit(i32 1)
br label %split3
                split3:
                %10 = icmp slt i64 9, %8
                br i1 %10, label %ifBlock6, label %split5
                          Т
                                                  F
ifBlock6:
%15 = call i32 (ptr, ...) @printf(ptr @str.3)
call void @exit(i32 1)
br label %split5
  split5:
   %11 = getelementptr inbounds [10 x i32], ptr %1, i64 0, i64 %8
   store i32 %7, ptr \%11, align 4
   ret i32 0
```

CFG for 'main' function