[6/7] entry:

%retval = alloca i32, align 4
%a = alloca [100 x i32], align 16
%i = alloca i32, align 4
store i32 0, i32* %retval, align 4
store i32 0, i32* %i, align 4
br label %for.cond

```
for end:  [2/3]  ; preds = \% for .cond ret i32 0
```

```
[4/5]
```

for.body:

; preds = % for.cond

%1 = load i32, i32*%i, align 4

%2 = load i32, i32* %i, align 4

%idxprom = zext i32 %2 to i64

%arrayidx = getelementptr inbounds [100 x i32], [100 x i32]* %a, i64 0, i64 %idxprom

store i32 %1, i32* %arrayidx, align 4

%3 = load i32, i32* %i, align 4

%add = add i32 %3, 1

%4 = load i32, i32* %i, align 4

%add1 = add i32 %4, 1

%idxprom2 = zext i32 %add1 to i64

%arrayidx3 = getelementptr inbounds [100 x i32], [100 x i32]* %a, i64 0, i64 %idxprom2

store i32 %add, i32* %arrayidx3, align 4

br label %for.inc

[0/1]

for.inc:

; preds = %for.body

%5 = load i32, i32* %i, align 4

%inc = add i32 %5, 1

store i32 %inc, i32* %i, align 4

br label %for.cond