

%retval = alloca i32, align 4
%c = alloca [100 x i32], align 16
%i = alloca i32, align 4
%i2 = alloca i32, align 4
store i32 0, i32\* %retval, align 4
%call = call i64 @time(i64\* null) #2
%conv = trunc i64 %call to i32

call void @srand(i32 %conv) #2 store i32 0, i32\* %i, align 4 br label %for.cond

[2/3]

ret i32 0

; preds = % for.cond3

[12/13]