%inc17 = add i32 %10, 1, !dbg !658 store i32 %inc17, i32* %i6, align 4, !dbg !658 br label %for.cond7, !dbg !659, !llvm.loop !660 br label %for.inc16, !dbg !

```
%a = alloca [100 x i32], align 16
                                                                                                                                                                                               %b = alloca [100 x i32], align 16

%c = alloca [100 x i32], align 16

%i = alloca i32, align 4

%i6 = alloca i32, align 4
; preds = %for.inc16, %for.end
                                                                                                                                                                                                                                                                                                                                    ret i32 0, !dbg !662
                                                                                                                                                                                    %call = call i64 @time(i64* null) #3, !dbg !614
```

```
%1 = load i32, i32* %i, align 4, !dbg !627
%idxprom = zext i32 %1 to i64, !dbg !628
entptr inbounds [100 x i32], [100 x i32]* %a, i64 0, i64
store i32 %rem, i32* %arrayidx, align 4, !dbg !629
%call2 = call i32 @rand() #3, !dbg !630
%rem3 = urem i32 %call2, 10, !dbg !631
%2 = load i32, i32* %i, align 4, !dbg !632
; preds = %for.inc, %entry
                                                                                                                                                                                              store i32 0, i32* %i6, align 4, !dbg !642
```

br label %for.inc, !dbg !635