

[4/5]  
for.body5: ; preds = %for.cond3  
store i32 0, i32\* %j, align 4, !dbg !1339  
br label %for.cond6, !dbg !1342

[2/3]  
for.end19: ; preds = %for.cond6  
br label %for.inc20, !dbg !1361

[6/7]  
for.cond3: ; preds = %for.inc20, %for.end19  
%17 = load i32, i32\* %i, align 4, !dbg !1334  
%18 = load i32, i32\* %vsize.addr, align 4, !dbg !1336  
%cmp4 = icmp ult i32 %17, %18, !dbg !1337  
br i1 %cmp4, label %for.body5, label %for.end22, !dbg !1338

[0/1]  
for.inc20: ; preds = %for.end19  
%31 = load i32, i32\* %i, align 4, !dbg !1362  
%inc21 = add i32 %31, 1, !dbg !1362  
store i32 %inc21, i32\* %i, align 4, !dbg !1362  
br label %for.cond3, !dbg !1363, !llvm.loop !1364