[3/4]
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

```
[0/1]
                               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 %struct.list_node], [100 x %struct.list_node]* %nodes, i64 0, i64 %idxprom
             %value = getelementptr inbounds %struct.list_node, %struct.list_node* %arrayidx, i32 0, i32 0
                                          store i32 %1, i32* %value, align 16
                                            %3 = load i32, i32* %i, align 4
                                                %add = add i32 %3. 1
                                          %idxprom1 = zext i32 %add to i64
%arrayidx2 = getelementptr inbounds [100 x %struct.list_node], [100 x %struct.list_node]* %nodes, i64 0, i64 %idxprom1
                                            %4 = load i32, i32* %i, align 4
                                           %idxprom3 = zext i32 %4 to i64
%arrayidx4 = getelementptr inbounds [100 x %struct.list_node], [100 x %struct.list_node]* %nodes, i64 0, i64 %idxprom3
             %next = getelementptr inbounds %struct.list_node, %struct.list_node* %arrayidx4, i32 0, i32 1
                        store %struct.list_node* %arrayidx2, %struct.list_node** %next, align 8
                                                   br label %for.inc
```

```
[2/5]
for.cond:
; preds = %for.inc, %arrayctor.cont
%0 = load i32, i32* %i, align 4
%cmp = icmp ult i32 %0, 99
br i1 %cmp, label %for.body, label %for.end
```