```
for.cond: ; preds = %for.inc, %entry %0 = load i32, i32* %i, align 4 %cmp = icmp ult i32 %0, 100 br i1 %cmp, label %for.body, label %for.end
```

```
for.end: ; preds = %for.cond ret i32 0
```

```
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
```

```
for.body: ; preds = %for.cond
%1 = load i32, i32* %i, align 4
%idxprom = zext i32 %1 to i64
%arrayidx = getelementptr inbounds [100 x i32], [100 x i32]* @_ZL1a, i64 0, i64 %idxprom
%2 = load i32, i32* %arrayidx, align 4
%3 = load i32, i32* %i, align 4
%idxprom1 = zext i32 %3 to i64
%add = add i32 %2, 0
%4 = load i32, i32* %i, align 4
%idxprom3 = zext i32 %4 to i64
%arrayidx4 = getelementptr inbounds [100 x i32], [100 x i32]* @_ZL1a, i64 0, i64 %idxprom3
store i32 %add, i32* %arrayidx4, align 4
br label %for.inc
```

## entry:

%retval = alloca i32, align 4 %i = alloca i32, align 4 store i32 0, i32\* %retval, align 4 store i32 0, i32\* %i, align 4 br label %for.cond