```
[3/4]
               for.body:
                                                  ; preds = %for.cond
                             %call1 = call i32 @rand() #2
                             %rem = urem i32 %call1, 10
                            %1 = load i32, i32* %i, align 4
                            %idxprom = zext i32 %1 to i64
 %arrayidx = getelementptr inbounds [100 x i32], [100 x i32]* %a, i64 0, i64 %idxprom
                       store i32 %rem, i32* %arrayidx, align 4
                             %call2 = call i32 @rand() #2
                            %rem3 = urem i32 %call2, 10
                            %2 = load i32, i32* %i, align 4
                           %idxprom4 = zext i32 %2 to i64
%arrayidx5 = getelementptr inbounds [100 x i32], [100 x i32]* %b, i64 0, i64 %idxprom4
                      store i32 %rem3, i32* %arrayidx5, align 4
                                  br label %for.inc
```

[0/1]
for.inc:
; preds = %for.body
%3 = load i32, i32* %i, align 4
%inc = add i32 %3, 1
store i32 %inc, i32* %i, align 4
br label %for.cond