[6/7]
entry:
%retval = alloca i32, align 4
%a = alloca [100 x i32], align 16
%i = alloca i32, align 4
store i32 0, i32* %retval, align 4
store i32 0, i32* %i, align 4
br label %for.cond

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

[0/5]
for.cond:

```
[1/2]
d: ; preds = %for.cond
ret i32 0

[1/2]
for.inc: ; preds = %for.body
%4 = load i32, i32* %i, align 4
%inc = add i32 %4, 1
store i32 %inc, i32* %i, align 4
br label %for.cond
```

for.body: ; preds = % for.cond%1 = load i32, i32* %i, align 4 %add = add i32 %1, 1 %idxprom = zext i32 %add to i64 %arrayidx = getelementptr inbounds [100 x i32], [100 x i32]* %a, i64 0, i64 %idxprom %2 = load i32, i32* %arrayidx, align 4 %3 = load i32, i32* %i, align 4%idxprom1 = zext i32 %3 to i64 %arrayidx2 = getelementptr inbounds [100 x i32], [100 x i32]* %a, i64 0, i64 %idxprom1 store i32 %2, i32* %arrayidx2, align 4 br label %for.inc