[8/9] 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

```
[6/7]
entry:
```

%retval = alloca i32, align 4
%a = alloca [100 x i32], align 16
%b = alloca [100 x i32], align 16
%c = 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

```
for end:  [2/3]  ; preds = %for cond ret i32 0
```

[4/5]

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]* %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]* %b, i64 0, i64 %idxprom1

%4 = load i32, i32* %arrayidx2, align 4

%add = add i32 %2, %4

%5 = load i32, i32*%i, align 4

%idxprom3 = zext i32 %5 to i64

%arrayidx4 = getelementptr inbounds [100 x i32], [100 x i32]* %c, i64 0, i64 %idxprom3

store i32 %add, i32* %arrayidx4, align 4

br label %for.inc

[0/1]

for.inc:

; preds = %for.body

%6 = load i32, i32* %i, align 4 %inc = add i32 %6, 1

store i32 %inc, i32* %i, align 4

br label %for.cond