

%19 = load i32, i32* %j26, align 4 %idxprom42 = zext i32 %19 to i64

%arrayidx43 = getelementptr inbounds [100 x i32], [100 x i32]* @_ZL1a, i64 0, i64 %idxprom42 %20 = load i32, i32* %arrayidx43, align 4

%add44 = add i32 %20, %add41

br label %for.inc45

store i32 %add44, i32* %arrayidx43, align 4

br label %for.cond30

; preds = %for.cond23