



[10/11]
entry:
%retval = alloca i32, align 4
%c = alloca [100 x i32], align 16
%i = alloca i32, align 4
%i2 = alloca i32, align 4
store i32 0, i32* %retval, align 4
%call = call i64 @time(i64* null) #2
%conv = trunc i64 %call to i32
call void @srand(i32 %conv) #2
store i32 0, i32* %i, align 4
br label %for.cond