

entry:
%retval = alloca i32, align 4
%i = alloca i32, align 4
%j = alloca i32, align 4
%a = alloca [100 x [100 x i32]], align 16
%b = alloca [100 x [100 x i32]], align 16
%c = alloca [100 x [100 x i32]], align 16
store i32 0, i32\* %retval, align 4
%call = call i64 @time(i64\* null) #3
%conv = trunc i64 %call to i32
call void @srand(i32 %conv) #3
store i32 0, i32\* %i, align 4
br label %for.cond