[8/9]

for.cond:

; preds = %for.inc, %entry

for.inc:

%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 %i = alloca i32, align 4 store i32 0, i32\* %retval, align 4 store i32 1, i32\* %i, align 4 br label %for.cond

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

[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]\* @\_ZL1a, i64 0, i64 %idxprom

%2 = load i32, i32\* %arrayidx, align 4

%3 = load i32, i32\* %i, align 4

%idxprom1 = zext i32 %3 to i64

%add = add i32 %2, 0

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

%idxprom3 = zext i32 %4 to i64

%arrayidx4 = getelementptr inbounds [100 x i32], [100 x i32]\* @\_ZL1c, i64 0, i64 %idxprom3

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

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

%sub = sub i32 %5, 1

%idxprom5 = zext i32 %sub to i64

%arrayidx6 = getelementptr inbounds [100 x i32], [100 x i32]\* @\_ZL1c, i64 0, i64 %idxprom5

%6 = load i32, i32\* %arrayidx6, align 4

%7 = load i32, i32\* %i, align 4

%idxprom7 = zext i32 %7 to i64

%arrayidx8 = getelementptr inbounds [100 x i32], [100 x i32]\* @\_ZL1a, i64 0, i64 %idxprom7

store i32 %6, i32\* %arrayidx8, align 4 br label %for.inc

[0/1]

; preds = % for.body

%8 = load i32, i32\* %i, align 4 %inc = add i32 %8, 1

store i32 %inc, i32\* %i, align 4 br label %for.cond