```
%cmp = icmp ult i32 %0, 100, !dbg !622
                                          br i1 %cmp, label %for.body, label %for.end, !dbg !623
                                                                                                            [3/4]
                                                                                  for.body:
                                                                                                                      ; preds = \% for .cond
                                                                                           %call1 = call i32 @rand() #3, !dbg !624
                                                                                           %rem = urem i32 %call1, 10, !dbg !626
                                                                                          %1 = load i32, i32* %i, align 4, !dbg !627
                        [0/1]
                                                                                          %idxprom = zext i32 %1 to i64, !dbg !628
for.inc:
                                  ; preds = \% for.body
                                                               %arrayidx = getelementptr inbounds [100 x i32], [100 x i32]* %a, i64 0, i64 %idxprom, !dbg !628
       %3 = load i32, i32* %i, align 4, !dbg !636
                                                                                      store i32 %rem, i32* %arrayidx, align 4, !dbg !629
           %inc = add i32 %3, 1, !dbg !636
                                                                                           %call2 = call i32 @rand() #3, !dbg !630
       store i32 %inc, i32* %i, align 4, !dbg !636
                                                                                           %rem3 = urem i32 %call2, 10, !dbg !631
     br label %for.cond, !dbg !637, !llvm.loop !638
                                                                                          %2 = load i32, i32* %i, align 4, !dbg !632
                                                                                         %idxprom4 = zext i32 %2 to i64, !dbg !633
                                                              %arrayidx5 = getelementptr inbounds [100 x i32], [100 x i32]* %b, i64 0, i64 %idxprom4, !dbg !633
                                                                                     store i32 %rem3, i32* %arrayidx5, align 4, !dbg !634
                                                                                                 br label %for.inc, !dbg !635
```

; preds = %for.inc, %entry

[2/5]

%0 = load i32, i32* %i, align 4, !dbg !620

for.cond: