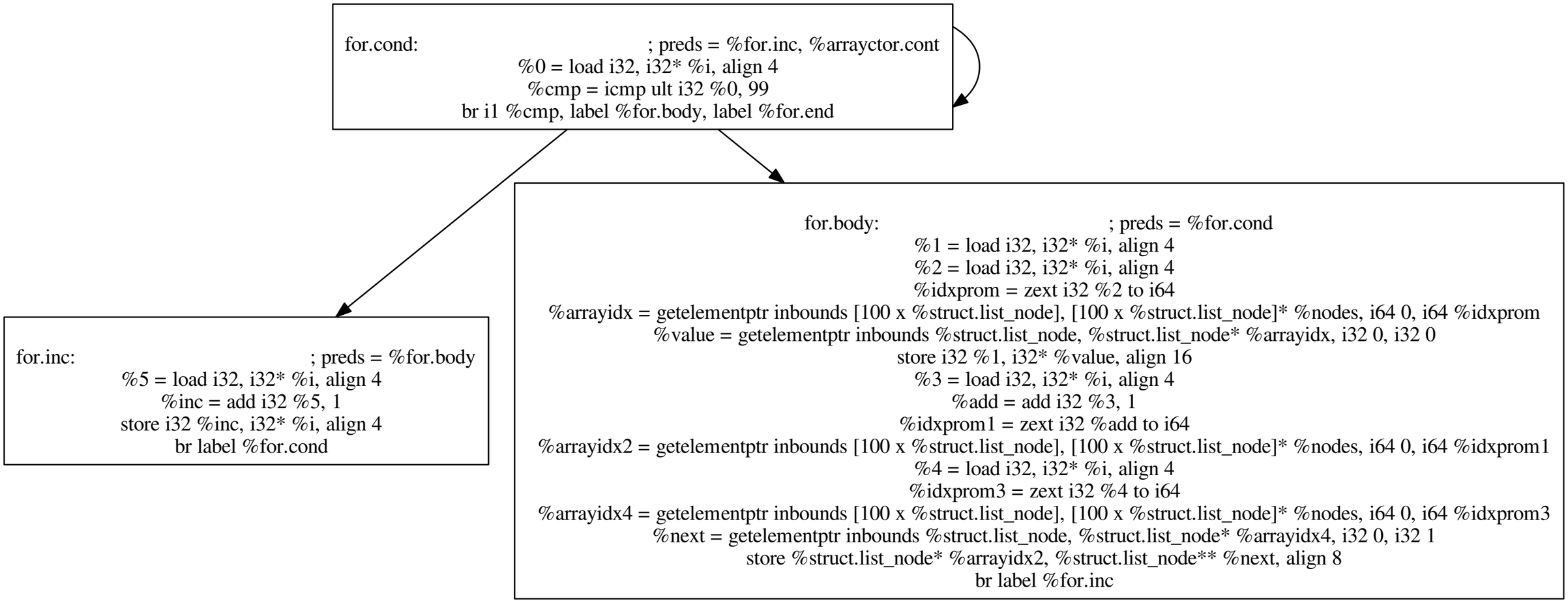
for.cond: ; preds = %for.inc, %arrayctor.cont
%0 = load i32, i32* %i, align 4
%cmp = icmp ult i32 %0, 99
br i1 %cmp, label %for.body, label %for.end
for.body: ; preds = %for.cond
%1 = load i32, i32* %i, align 4
%2 = load i32, i32* %i, align 4
%idxprom = zext i32 %2 to i64
%arrayidx = getelementptr inbounds [100 x %struct.list_node], [100 x %struct.list_node]* %nodes, i64 0, i64 %idxprom
%value = getelementptr inbounds %struct.list_node, %struct.list_node* %arrayidx, i32 0, i32 0
store i32 %1, i32* %value, align 16
%3 = load i32, i32* %i, align 4
%add = add i32 %3, 1
%idxprom1 = zext i32 %add to i64
%arrayidx2 = getelementptr inbounds [100 x %struct.list_node], [100 x %struct.list_node]* %nodes, i64 0, i64 %idxprom1
%4 = load i32, i32* %i, align 4
%idxprom3 = zext i32 %4 to i64
%arrayidx4 = getelementptr inbounds [100 x %struct.list_node], [100 x %struct.list_node]* %nodes, i64 0, i64 %idxprom3
%next = getelementptr inbounds %struct.list_node, %struct.list_node* %arrayidx4, i32 0, i32 1
store %struct.list_node* %arrayidx2, %struct.list_node** %next, align 8
br label %for.inc
for.inc: ; preds = %for.body
%5 = load i32, i32* %i, align 4
%inc = add i32 %5, 1
store i32 %inc, i32* %i, align 4
br label %for.cond