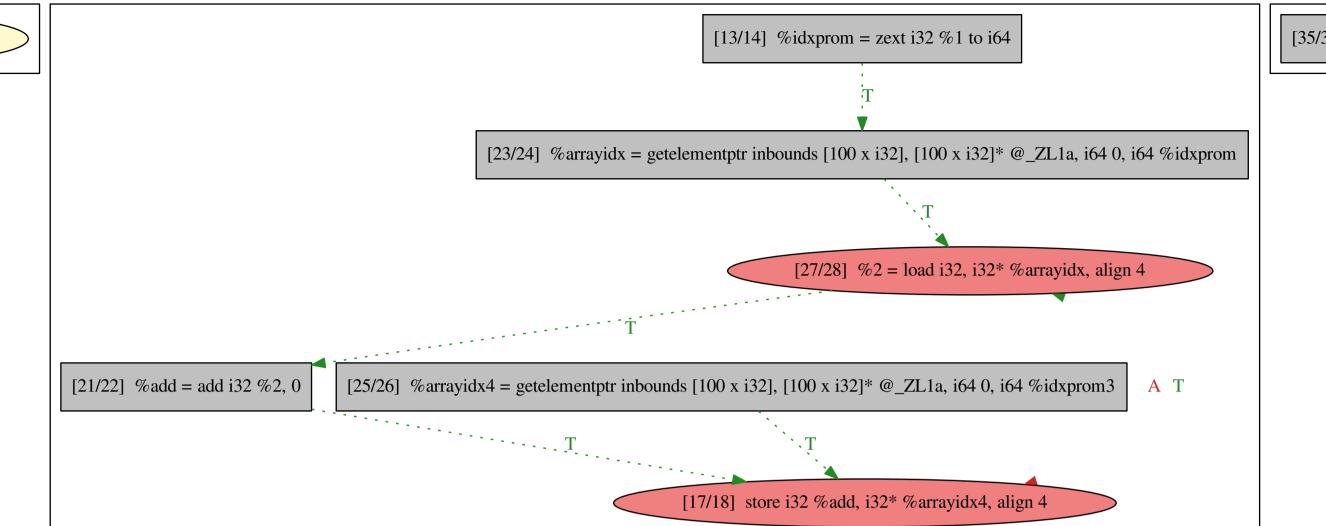
[32/33] %1 = load i32, i32* %i, align 4 [45/46] store i32 0, i32* %retval, align 4 [40/41] br label %for.cond [42/43] %i = alloca i32, align 4 [3/4] %idxprom1 = zext i32 %3 to i64 [1/34] store i32 0, i32* %i, align 4 [6/9] %5 = load i32, i32* %i, align 4 [7/8] %inc = add i32 %5, 1 [37/38] store i32 %inc, i32* %i, align 4 [10/31] %0 = load i32, i32* %i, align 4 [11/30] %cmp = icmp ult i32 %0, 100

[15/16] br label %for.inc [12/29] br i1 %cmp, label %for.body, label %for.end [2/5] %3 = load i32, i32* %i, align 4 [0/39] %4 = load i32, i32* %i, align 4

[48/49] ret i32 0

[19/20] br label %for.cond



[35/36] %idxprom3 = zext i32 %4 to i64

[44/47] %retval = alloca i32, align 4