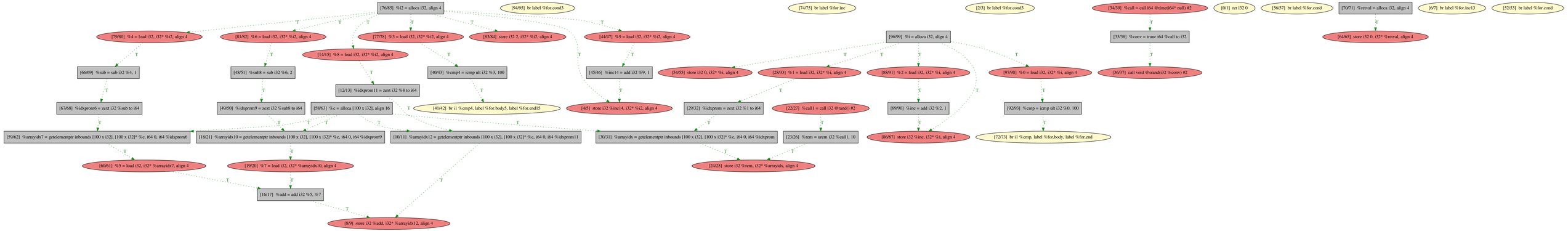
[76/85] %i2 = alloca i32, align 4
[94/95] br label %for.cond3
[74/75] br label %for.inc
[2/3] br label %for.cond3
[34/39] %call = call i64 @time(i64* null) #2
[0/1] ret i32 0
[56/57] br label %for.cond
[70/71] %retval = alloca i32, align 4
[6/7] br label %for.inc13
[52/53] br label %for.cond
[79/80] %4 = load i32, i32* %i2, align 4
[81/82] %6 = load i32, i32* %i2, align 4
[77/78] %3 = load i32, i32* %i2, align 4
[83/84] store i32 2, i32* %i2, align 4
[44/47] %9 = load i32, i32* %i2, align 4
[96/99] %i = alloca i32, align 4
[35/38] %conv = trunc i64 %call to i32
[64/65] store i32 0, i32* %retval, align 4
[14/15] %8 = load i32, i32* %i2, align 4
[66/69] %sub = sub i32 %4, 1
[48/51] %sub8 = sub i32 %6, 2
[40/43] %cmp4 = icmp ult i32 %3, 100
[45/46] %inc14 = add i32 %9, 1
[54/55] store i32 0, i32* %i, align 4
[28/33] %1 = load i32, i32* %i, align 4
[88/91] %2 = load i32, i32* %i, align 4
[97/98] %0 = load i32, i32* %i, align 4
[36/37] call void @srand(i32 %conv) #2
[12/13] %idxprom11 = zext i32 %8 to i64
[67/68] %idxprom6 = zext i32 %sub to i64
[49/50] %idxprom9 = zext i32 %sub8 to i64
[58/63] %c = alloca [100 x i32], align 16
[41/42] br i1 %cmp4, label %for.body5, label %for.end15
[4/5] store i32 %inc14, i32* %i2, align 4
[29/32] %idxprom = zext i32 %1 to i64
[22/27] %call1 = call i32 @rand() #2
[89/90] %inc = add i32 %2, 1
[92/93] %cmp = icmp ult i32 %0, 100
[59/62] %arrayidx7 = getelementptr inbounds [100 x i32], [100 x i32]* %c, i64 0, i64 %idxprom6
[18/21] %arrayidx10 = getelementptr inbounds [100 x i32], [100 x i32]* %c, i64 0, i64 %idxprom9
[10/11] %arrayidx12 = getelementptr inbounds [100 x i32], [100 x i32]* %c, i64 0, i64 %idxprom11
[30/31] %arrayidx = getelementptr inbounds [100 x i32], [100 x i32]* %c, i64 0, i64 %idxprom
[86/87] store i32 %inc, i32* %i, align 4
[72/73] br i1 %cmp, label %for.body, label %for.end
[23/26] %rem = urem i32 %call1, 10
[60/61] %5 = load i32, i32* %arrayidx7, align 4
[19/20] %7 = load i32, i32* %arrayidx10, align 4
[24/25] store i32 %rem, i32* %arrayidx, align 4
[16/17] %add = add i32 %5, %7
[8/9] store i32 %add, i32* %arrayidx12, align 4