[30/31] %3 = load i32, i32* %i, align 4 [13/14] br label %for.inc [1/34] store i32 0, i32* %i, align 4 [2/5] %5 = load i32, i32* %i, align 4 A [3/4] %inc = add i32 %5, 1 [37/38] store i32 %inc, i32* %i, align 4 [6/29] %0 = load i32, i32* %i, align 4 [7/28] %cmp = icmp ult i32 %0, 100 [8/27] br i1 %cmp, label %for.body, label %for.end [0/39] %4 = load i32, i32* %i, align 4 [32/33] %1 = load i32, i32* %i, align 4

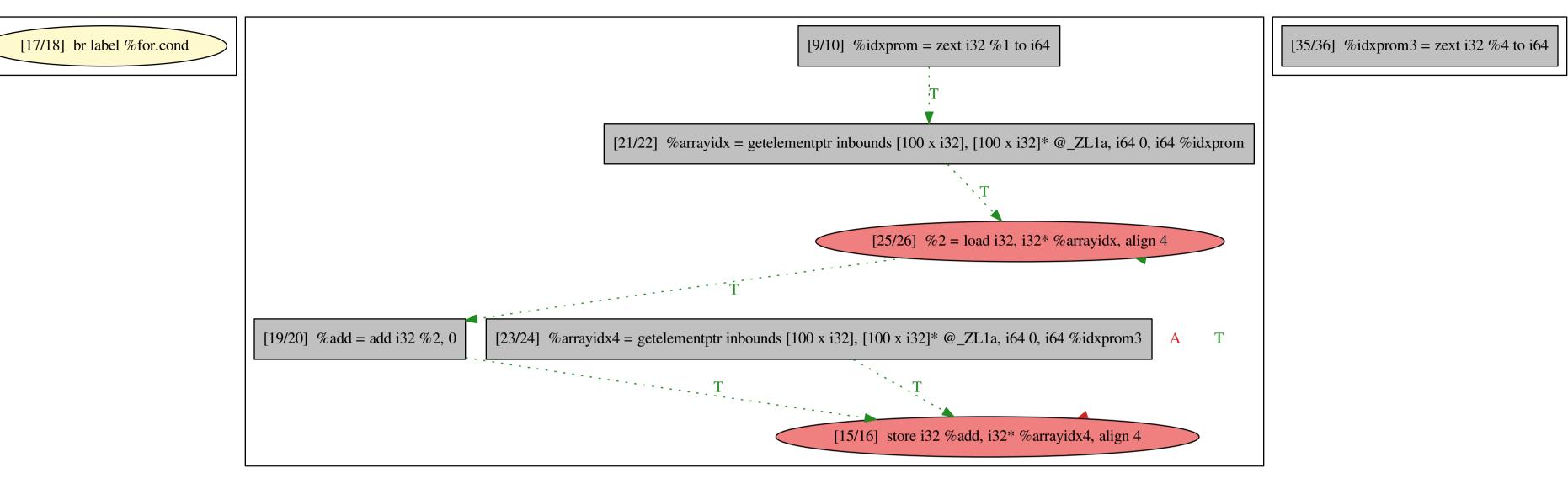
[48/49] ret i32 0

[40/41] br label %for.cond

[42/43] %i = alloca i32, align 4

[11/12] %idxprom1 = zext i32 %3 to i64

[45/46] store i32 0, i32* %retval, align 4



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