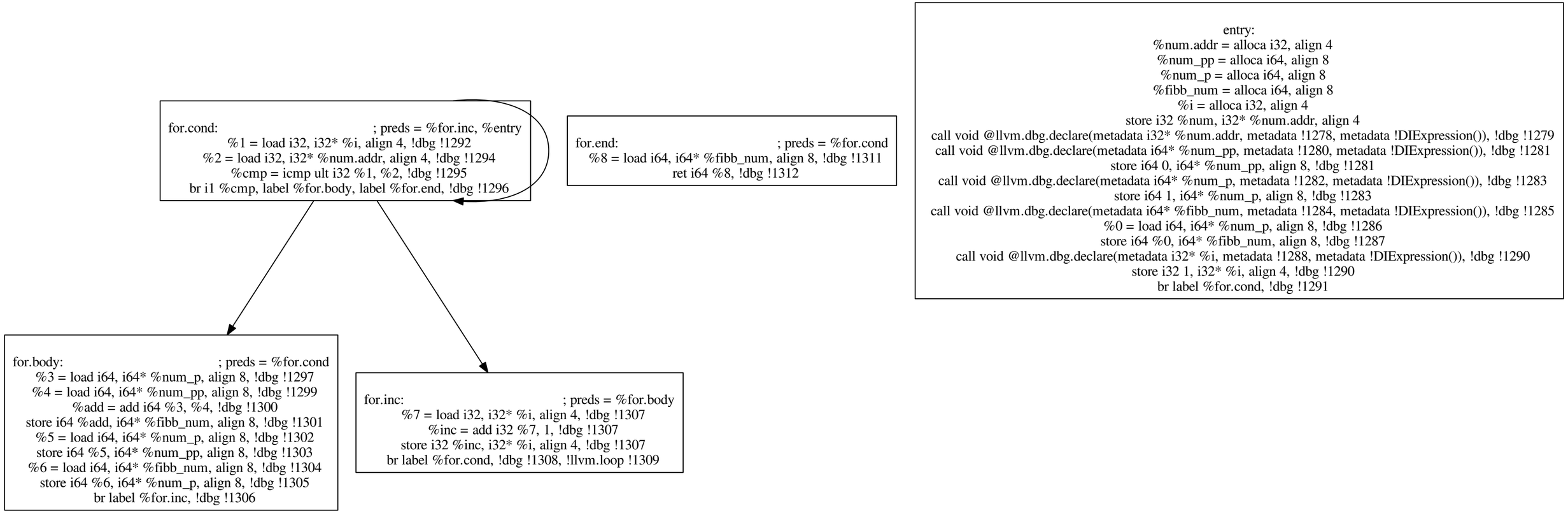
entry:
%num.addr = alloca i32, align 4
%num_pp = alloca i64, align 8
%num_p = alloca i64, align 8
%fibb_num = alloca i64, align 8
%i = alloca i32, align 4
store i32 %num, i32* %num.addr, align 4
call void @llvm.dbg.declare(metadata i32* %num.addr, metadata !1278, metadata !DIExpression()), !dbg !1279
call void @llvm.dbg.declare(metadata i64* %num_pp, metadata !1280, metadata !DIExpression()), !dbg !1281
store i64 0, i64* %num_pp, align 8, !dbg !1281
call void @llvm.dbg.declare(metadata i64* %num_p, metadata !1282, metadata !DIExpression()), !dbg !1283
store i64 1, i64* %num_p, align 8, !dbg !1283
call void @llvm.dbg.declare(metadata i64* %fibb_num, metadata !1284, metadata !DIExpression()), !dbg !1285
%0 = load i64, i64* %num_p, align 8, !dbg !1286
store i64 %0, i64* %fibb_num, align 8, !dbg !1287
call void @llvm.dbg.declare(metadata i32* %i, metadata !1288, metadata !DIExpression()), !dbg !1290
store i32 1, i32* %i, align 4, !dbg !1290
br label %for.cond, !dbg !1291
for.cond: ; preds = %for.inc, %entry
%1 = load i32, i32* %i, align 4, !dbg !1292
%2 = load i32, i32* %num.addr, align 4, !dbg !1294
%cmp = icmp ult i32 %1, %2, !dbg !1295
br i1 %cmp, label %for.body, label %for.end, !dbg !1296
for.body: ; preds = %for.cond
%3 = load i64, i64* %num_p, align 8, !dbg !1297
%4 = load i64, i64* %num_pp, align 8, !dbg !1299
%add = add i64 %3, %4, !dbg !1300
store i64 %add, i64* %fibb_num, align 8, !dbg !1301
%5 = load i64, i64* %num_p, align 8, !dbg !1302
store i64 %5, i64* %num_pp, align 8, !dbg !1303
%6 = load i64, i64* %fibb_num, align 8, !dbg !1304
store i64 %6, i64* %num_p, align 8, !dbg !1305
br label %for.inc, !dbg !1306
for.inc: ; preds = %for.body
%7 = load i32, i32* %i, align 4, !dbg !1307
%inc = add i32 %7, 1, !dbg !1307
store i32 %inc, i32* %i, align 4, !dbg !1307
br label %for.cond, !dbg !1308, !llvm.loop !1309
for.end: ; preds = %for.cond
%8 = load i64, i64* %fibb_num, align 8, !dbg !1311
ret i64 %8, !dbg !1312