```
%4 = load i32, i32* %i6, align 4
                                                                       %cmp8 = icmp ult i32 %4, 100
                                                              br i1 %cmp8, label %for.body9, label %for.end18
                                           [0/1]
                                                     ; preds = \% for.cond7
                             \%5 = \text{load i}32, i32*\%i6, align 4
                             %idxprom 10 = zext i 32 \% 5 to i 64
%arrayidx11 = getelementptr inbounds [100 x i32], [100 x i32]* %a, i64 0, i64 %idxprom10
                         %6 = load i32, i32* %arrayidx11, align 4
                             \%7 = \text{load i}32, i32* \%i6, align 4
                             \%idxprom 12 = zext i 32 \% 7 to i 64
%arrayidx13 = getelementptr inbounds [100 x i32], [100 x i32]* %b, i64 0, i64 %idxprom12
                         %8 = load i32, i32* %arrayidx13, align 4
                                 %add = add i32 %6, %8
                             \%9 = \text{load i} 32, i 32* \% i 6, align 4
                             %idxprom14 = zext i32 %9 to i64
%arrayidx15 = getelementptr inbounds [100 x i32], [100 x i32]* %c, i64 0, i64 %idxprom14
                         store i32 %add, i32* %arrayidx15, align 4
                                    br label %for.inc16
```

for.cond7:

for.body9:

[4/5]

; preds = %for.inc16, %for.end

[2/3] for.inc16: ; preds = % for.body9%10 = load i32, i32\*%i6, align 4%inc17 = add i32 %10, 1 store i32 %inc17, i32\* %i6, align 4 br label %for.cond7