```
\%0 = \text{load i} 32, i 32* \%i, align 4
                                                                    %cmp = icmp ult i32 %0, 100
                                                             br i1 %cmp, label %for.body, label %for.end
                                                   ; preds = \% for.cond
                              %call1 = call i32 @rand() #2
                              %rem = urem i32 %call1, 10
                            %1 = load i32, i32* \%i, align 4
                            %idxprom = zext i32 %1 to i64
 % arrayidx = getelementptr inbounds [100 x i32], [100 x i32]* % a, i64 0, i64 % idxprom
                        store i32 %rem, i32* %arrayidx, align 4
                              %call2 = call i32 @rand() #2
                             %rem3 = urem i32 %call2, 10
                            %2 = load i32, i32* \%i, align 4
                            %idxprom4 = zext i32 %2 to i64
%arrayidx5 = getelementptr inbounds [100 x i32], [100 x i32]* %b, i64 0, i64 %idxprom4
                       store i32 %rem3, i32* %arrayidx5, align 4
                                    br label %for.inc
```

for.cond:

[3/4]

for.body:

[2/5]

; preds = %for.inc, %entry

[0/1]for.inc: ; preds = % for.body%3 = load i32, i32* %i, align 4%inc = add i32 %3, 1 store i32 %inc, i32* %i, align 4 br label %for.cond