

```
for.cond7:
                                                                                         preds = %for.inc17, %for.end
                                                                 %4 = load i32, i32* %i6, align 4, !dbg !644
                                                                 %cmp8 = icmp ult i32 %4, 100, !dbg !646
                                                        br i1 %cmp8, label %for.body9, label %for.end19, !dbg !647
                                                        ; preds = \% for.cond7
                            %5 = load i32, i32* %i6, align 4, !dbg !648
                           %idxprom10 = zext i32 %5 to i64, !dbg !650
%arrayidx11 = getelementptr inbounds [100 x i32], [100 x i32]* %a, i64 0, i64 %idxprom10, !dbg !650
                        %6 = load i32, i32* %arrayidx11, align 4, !dbg !650
                           %7 = load i32, i32* %i6, align 4, !dbg !651
                                                                                                       for.inc17:
                           %idxprom12 = zext i32 %7 to i64, !dbg !652
                                                                                                              %10 = load i32, i32* \%i6, align 4, !dbg !659
%arrayidx13 = getelementptr inbounds [100 x i32], [100 x i32]* %b, i64 0, i64 %idxprom12, !dbg !652
                                                                                                                  %inc18 = add i32 %10, 1, !dbg !659
                        \sqrt{8} = load i32, i32* %arrayidx13, align 4, !dbg !652
                                                                                                              store i32 %inc18, i32* %i6, align 4, !dbg !659
                                %add = add i32 %6, %8, !dbg !653
                                                                                                             br label %for.cond7, !dbg !660, !llvm.loop !661
                            %9 = load i32, i32* %i6, align 4, !dbg !654
                                %add14 = add i32 %9, 1, !dbg !655
                         %idxprom15 = zext i32 %add14 to i64, !dbg !656
%arrayidx16 = getelementptr inbounds [100 x i32], [100 x i32]* %a, i64 0, i64 %idxprom15, !dbg !656
                        store i32 %add, i32* %arrayidx16, align 4, !dbg !657
                                  br label %for.inc17, !dbg !658
```

for.body9:

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ret i32 0, !dbg !663

; preds = % for.body9

for.end19:

; preds = % for.cond7

```
%retval = alloca i32, align 4
                                    %a = alloca [100 x i32], align 16
                                    %b = alloca [100 x i32], align 16
                                    %c = alloca [100 x i32], align 16
                                        %i = alloca i32, align 4
                                       %i6 = alloca i32, align 4
                                    store i32 0, i32* %retval, align 4
call void @llvm.dbg.declare(metadata [100 x i32]* %a, metadata !605, metadata !DIExpression()), !dbg !609
call void @llvm.dbg.declare(metadata [100 x i32]* %b, metadata !610, metadata !DIExpression()), !dbg !611
call void @llvm.dbg.declare(metadata [100 x i32]* %c, metadata !612, metadata !DIExpression()), !dbg !613
                            %call = call i64 @time(i64* null) #3, !dbg !614
                              %conv = trunc i64 %call to i32, !dbg !614
                              call void @srand(i32 %conv) #3, !dbg !615
   call void @llvm.dbg.declare(metadata i32* %i, metadata !616, metadata !DIExpression()), !dbg !618
                                 store i32 0, i32* %i, align 4, !dbg !618
                                    br label %for.cond, !dbg !619
```