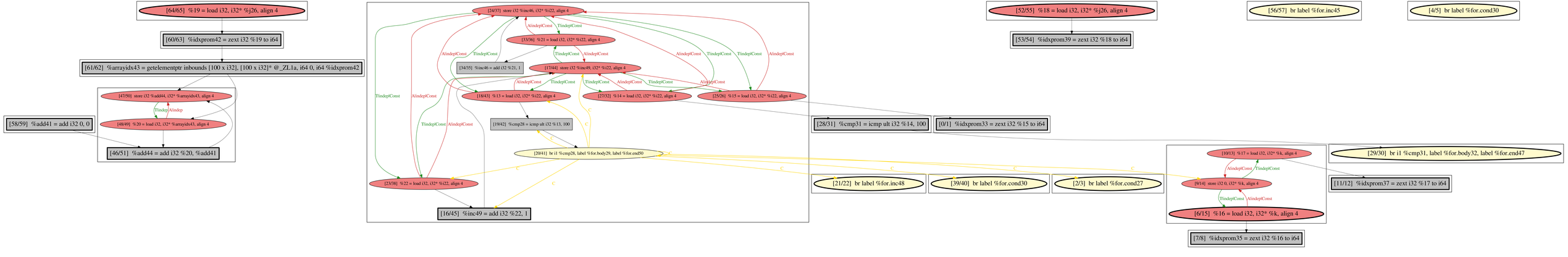
[64/65] %19 = load i32, i32* %j26, align 4
[60/63] %idxprom42 = zext i32 %19 to i64
[61/62] %arrayidx43 = getelementptr inbounds [100 x i32], [100 x i32]* @_ZL1a, i64 0, i64 %idxprom42
[47/50] store i32 %add44, i32* %arrayidx43, align 4
TindepConst
AindepConst
[48/49] %20 = load i32, i32* %arrayidx43, align 4
[58/59] %add41 = add i32 0, 0
[46/51] %add44 = add i32 %20, %add41
[24/37] store i32 %inc46, i32* %i22, align 4
[33/36] %21 = load i32, i32* %i22, align 4
[34/35] %inc46 = add i32 %21, 1
[17/44] store i32 %inc49, i32* %i22, align 4
[18/43] %13 = load i32, i32* %i22, align 4
[27/32] %14 = load i32, i32* %i22, align 4
[25/26] %15 = load i32, i32* %i22, align 4
[19/42] %cmp28 = icmp ult i32 %13, 100
[20/41] br i1 %cmp28, label %for.body29, label %for.end50
[23/38] %22 = load i32, i32* %i22, align 4
[16/45] %inc49 = add i32 %22, 1
C
[52/55] %18 = load i32, i32* %j26, align 4
[53/54] %idxprom39 = zext i32 %18 to i64
[56/57] br label %for.inc45
[4/5] br label %for.cond30
[28/31] %cmp31 = icmp ult i32 %14, 100
[0/1] %idxprom33 = zext i32 %15 to i64
[29/30] br i1 %cmp31, label %for.body32, label %for.end47
[10/13] %17 = load i32, i32* %k, align 4
[9/14] store i32 0, i32* %k, align 4
[6/15] %16 = load i32, i32* %k, align 4
[11/12] %idxprom37 = zext i32 %17 to i64
[7/8] %idxprom35 = zext i32 %16 to i64
[21/22] br label %for.inc48
[39/40] br label %for.cond30
[2/3] br label %for.cond27