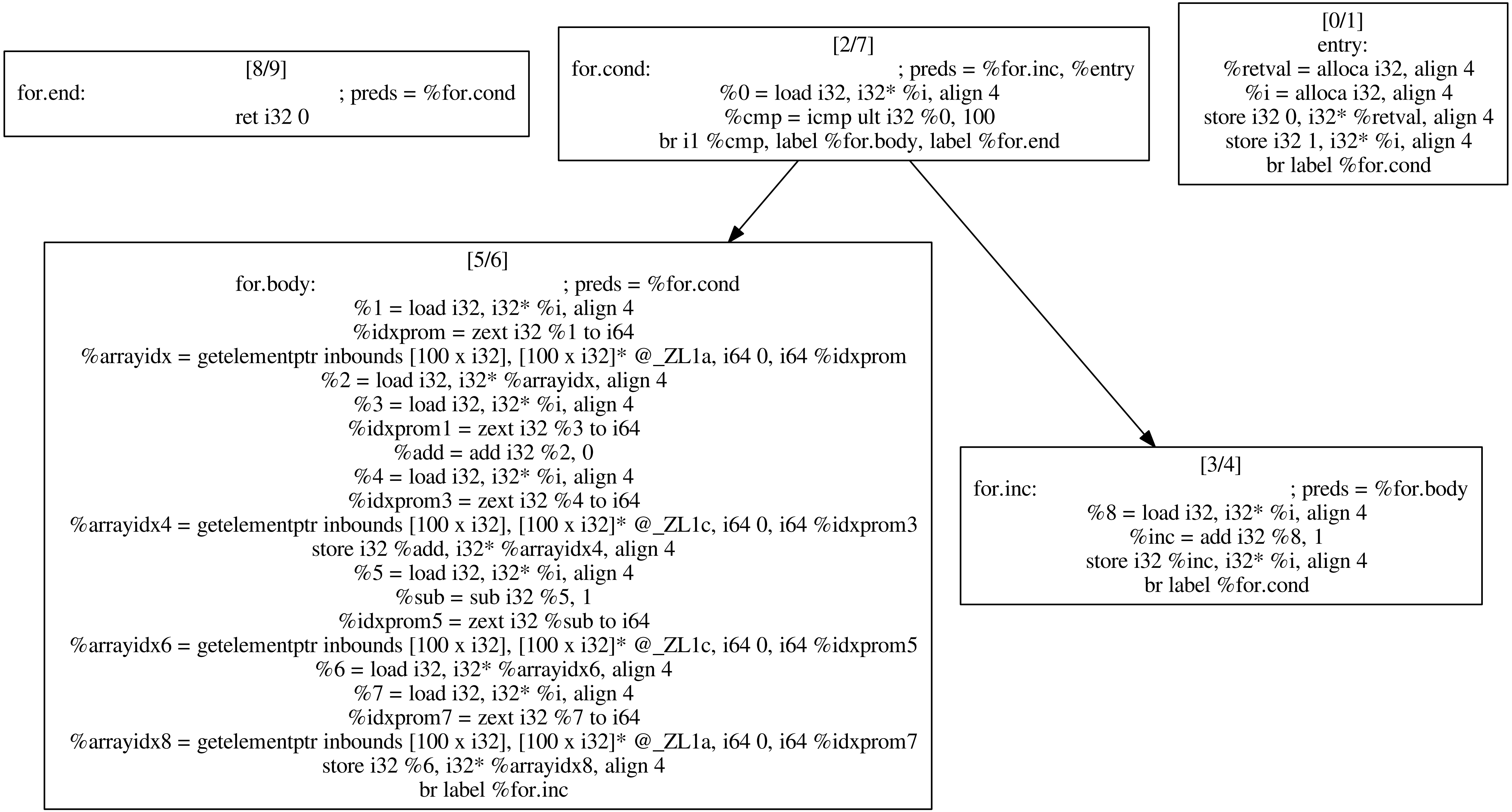

```
[8/9]
for.end:                                        ; preds = %for.cond
  ret i32 0
```

```
[2/7]
for.cond:                                       ; preds = %for.inc, %entry
  %0 = load i32, i32* %i, align 4
  %cmp = icmp ult i32 %0, 100
  br i1 %cmp, label %for.body, label %for.end
```

```
[0/1]
entry:
  %retval = alloca i32, align 4
  %i = alloca i32, align 4
  store i32 0, i32* %retval, align 4
  store i32 1, i32* %i, align 4
  br label %for.cond
```

```
[5/6]
for.body:                                       ; preds = %for.cond
  %1 = load i32, i32* %i, align 4
  %idxprom = zext i32 %1 to i64
  %arrayidx = getelementptr inbounds [100 x i32], [100 x i32]* @_ZL1a, i64 0, i64 %idxprom
  %2 = load i32, i32* %arrayidx, align 4
  %3 = load i32, i32* %i, align 4
  %idxprom1 = zext i32 %3 to i64
  %add = add i32 %2, 0
  %4 = load i32, i32* %i, align 4
  %idxprom3 = zext i32 %4 to i64
  %arrayidx4 = getelementptr inbounds [100 x i32], [100 x i32]* @_ZL1c, i64 0, i64 %idxprom3
  store i32 %add, i32* %arrayidx4, align 4
  %5 = load i32, i32* %i, align 4
  %sub = sub i32 %5, 1
  %idxprom5 = zext i32 %sub to i64
  %arrayidx6 = getelementptr inbounds [100 x i32], [100 x i32]* @_ZL1c, i64 0, i64 %idxprom5
  %6 = load i32, i32* %arrayidx6, align 4
  %7 = load i32, i32* %i, align 4
  %idxprom7 = zext i32 %7 to i64
  %arrayidx8 = getelementptr inbounds [100 x i32], [100 x i32]* @_ZL1a, i64 0, i64 %idxprom7
  store i32 %6, i32* %arrayidx8, align 4
  br label %for.inc
```

```
[3/4]
for.inc:                                        ; preds = %for.body
  %8 = load i32, i32* %i, align 4
  %inc = add i32 %8, 1
  store i32 %inc, i32* %i, align 4
  br label %for.cond
```