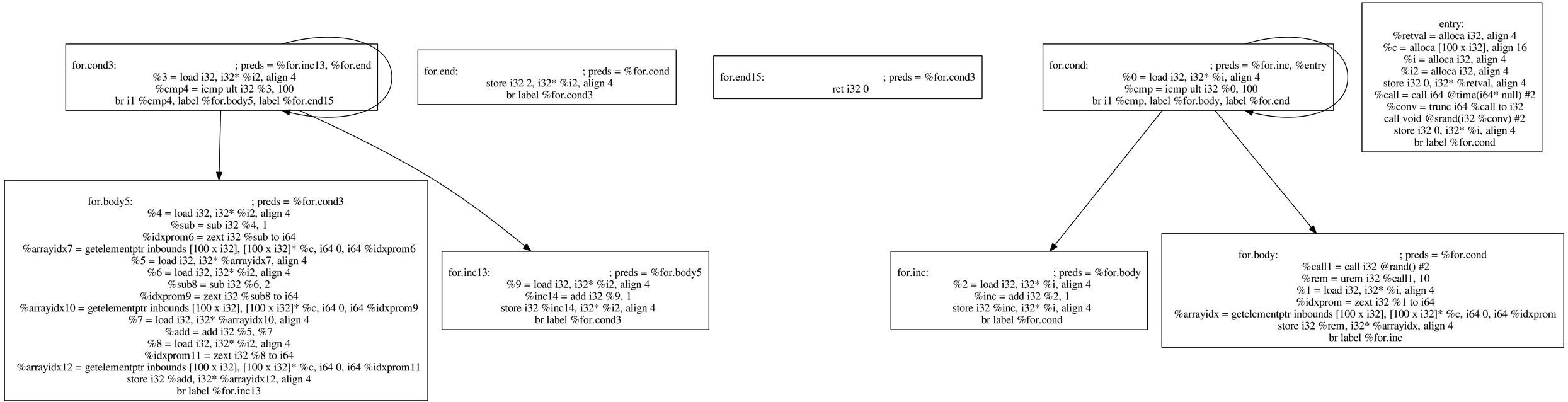
for.cond3: ; preds = %for.inc13, %for.end
%3 = load i32, i32* %i2, align 4
%cmp4 = icmp ult i32 %3, 100
br i1 %cmp4, label %for.body5, label %for.end15
for.end: ; preds = %for.cond
store i32 2, i32* %i2, align 4
br label %for.cond3
for.end15: ; preds = %for.cond3
ret i32 0
for.cond: ; preds = %for.inc, %entry
%0 = load i32, i32* %i, align 4
%cmp = icmp ult i32 %0, 100
br i1 %cmp, label %for.body, label %for.end
entry:
%retval = alloca i32, align 4
%c = alloca [100 x i32], align 16
%i = alloca i32, align 4
%i2 = alloca i32, align 4
store i32 0, i32* %retval, align 4
%call = call i64 @time(i64* null) #2
%conv = trunc i64 %call to i32
call void @srand(i32 %conv) #2
store i32 0, i32* %i, align 4
br label %for.cond
for.body5: ; preds = %for.cond3
%4 = load i32, i32* %i2, align 4
%sub = sub i32 %4, 1
%idxprom6 = zext i32 %sub to i64
%arrayidx7 = getelementptr inbounds [100 x i32], [100 x i32]* %c, i64 0, i64 %idxprom6
%5 = load i32, i32* %arrayidx7, align 4
%6 = load i32, i32* %i2, align 4
%sub8 = sub i32 %6, 2
%idxprom9 = zext i32 %sub8 to i64
%arrayidx10 = getelementptr inbounds [100 x i32], [100 x i32]* %c, i64 0, i64 %idxprom9
%7 = load i32, i32* %arrayidx10, align 4
%add = add i32 %5, %7
%8 = load i32, i32* %i2, align 4
%idxprom11 = zext i32 %8 to i64
%arrayidx12 = getelementptr inbounds [100 x i32], [100 x i32]* %c, i64 0, i64 %idxprom11
store i32 %add, i32* %arrayidx12, align 4
br label %for.inc13
for.inc13: ; preds = %for.body5
%9 = load i32, i32* %i2, align 4
%inc14 = add i32 %9, 1
store i32 %inc14, i32* %i2, align 4
br label %for.cond3
for.inc: ; preds = %for.body
%2 = load i32, i32* %i, align 4
%inc = add i32 %2, 1
store i32 %inc, i32* %i, align 4
br label %for.cond
for.body: ; 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]* %c, i64 0, i64 %idxprom
store i32 %rem, i32* %arrayidx, align 4
br label %for.inc