```
[0/5]
                                                                        ; preds = %for.inc, %entry
                                                                                                                                      [8/9]
                                   for.cond:
                                                                                                                                                 ; preds = \% for .cond
                                                    \%0 = \text{load i}32, i32*\%i, align 4
                                                                                                             for.end:
                                                     %cmp = icmp ult i32 %0, 99
                                                                                                                                     ret i32 0
                                             br i1 %cmp, label %for.body, label %for.end
                                                                                                         [3/4]
                                                                               for.body:
                                                                                                                    ; preds = \% for .cond
                                                                                            %1 = load i32, i32* \%i, align 4
                         [1/2]
                                                                                                 % add = add i32 % 1, 1
for.inc:
                                   ; preds = \% for.body
                                                                                           %idxprom = zext i32 %add to i64
            %4 = load i32, i32* \%i, align 4
                                                                %arrayidx = getelementptr inbounds [100 x i32], [100 x i32]* %a, i64 0, i64 %idxprom
                 %inc = add i32 %4, 1
                                                                                        %2 = load i32, i32* %arrayidx, align 4
            store i32 %inc, i32* %i, align 4
                                                                                            \%3 = \text{load i}32, i32*\%i, align 4
                  br label %for.cond
                                                                                           %idxprom1 = zext i32 %3 to i64
                                                               %arrayidx2 = getelementptr inbounds [100 x i32], [100 x i32]* %a, i64 0, i64 %idxprom1
                                                                                        store i32 %2, i32* %arrayidx2, align 4
                                                                                                   br label %for.inc
```

[6/7]
entry:
%retval = alloca i32, align 4
%a = alloca [100 x i32], align 16
%i = alloca i32, align 4
store i32 0, i32\* %retval, align 4
store i32 0, i32\* %i, align 4
br label %for.cond