[0/5]
for.cond: ; preds = %for.inc, %entry
%0 = load i32, i32\* %i, align 4
%cmp = icmp ult i32 %0, 99
br i1 %cmp, label %for.body, label %for.end

[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

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

[3/4]

for.body: ; preds = % for.cond

%1 = load i32, i32\* %i, align 4

%add = add i32 %1, 1

%idxprom = zext i32 %add to i64

%arrayidx = getelementptr inbounds [100 x i32], [100 x i32]\* %a, i64 0, i64 %idxprom

%2 = load i32, i32\* %arrayidx, align 4

%3 = load i32, i32\* %i, align 4

%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

[1/2]

for.inc: ; preds = %for.body

%4 = load i32, i32\* %i, align 4

%inc = add i32 %4, 1

store i32 %inc, i32\* %i, align 4

br label %for.cond