

%retval = alloca i32, align 4 %a = alloca [100 x [100 x i32]], align 16%b = alloca [100 x [100 x i32]], align 16 %c = alloca [100 x [100 x i32]], align 16 %i = alloca i32, align 4 %j = alloca i32, align 4 for.end15: ; preds = %for.cond17 %i16 = alloca i32, align 4 %j20 = alloca i32, align 4 store i32 0, i32* %retval, align 4 %call = call i64 @time(i64* null) #3 %conv = trunc i64 %call to i32 call void @srand(i32 %conv) #3 store i32 0, i32* %i, align 4 br label %for.cond

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%8 = load i32, i32* %i16, align 4

%cmp18 = icmp slt i32 %8, 100

for.end38:

; preds = %for.inc39, %for.end15

for.end41:

; preds = %for.cond21

br label %for.inc39

ret i32 0

for.body19:

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store i32 0, i32* %j20, align 4

br label %for.cond21

; preds = %for.cond17

[2/3]

; preds = %for.cond store i32 0, i32* %i16, align 4 br label %for.cond17