

%i = alloca i32, align 4
%j = 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
store i32 0, i32* %retval, align 4
%call = call i64 @time(i64* null) #3
%conv = trunc i64 %call to i32

[6/7]
for.end39:

[6/7]
ret i32 0