```
; preds = %for.inc, %entry
                                                                    \%0 = \text{load i} 32, i 32*\% i, align 4
                                                                     %cmp = icmp ult i32 %0, 99
                                                             br i1 %cmp, label %for.body, label %for.end
                                                    ; preds = \% for.cond
                            %1 = load i32, i32* \%i, align 4
                            %2 = load i32, i32* \%i, align 4
                            %idxprom = zext i32 %2 to i64
 %arrayidx = getelementptr inbounds [100 x i32], [100 x i32]* %a, i64 0, i64 %idxprom
                         store i32 %1, i32* %arrayidx, align 4
                            %3 = load i32, i32* \%i, align 4
                                 % add = add i32 % 3, 1
                            %4 = load i32, i32* \%i, align 4
                                %add1 = add i32 %4, 1
                          %idxprom2 = zext i32 %add1 to i64
%arrayidx3 = getelementptr inbounds [100 x i32], [100 x i32]* %a, i64 0, i64 %idxprom2
                        store i32 %add, i32* %arrayidx3, align 4
                                    br label %for.inc
```

for.cond:

[3/4]

for.body:

[2/5]

[0/1]for.inc: ; preds = % for.body%5 = load i32, i32* %i, align 4%inc = add i32 %5, 1 store i32 %inc, i32* %i, align 4 br label %for.cond