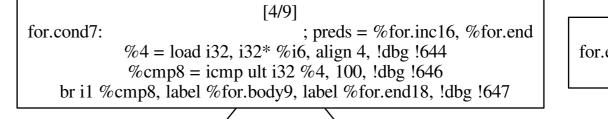
```
[10/11]
                                                entry:
                                       %retval = alloca i32, align 4
                                    %a = alloca [100 x i32], align 16
                                    %b = alloca [100 x i32], align 16
                                    %c = alloca [100 x i32], align 16
                                         %i = alloca i32, align 4
                                        \%i6 = alloca i32, align 4
                                    store i32 0, i32* %retval, align 4
call void @llvm.dbg.declare(metadata [100 x i32]* %a, metadata !605, metadata !DIExpression()), !dbg !609
call void @llvm.dbg.declare(metadata [100 x i32]* %b, metadata !610, metadata !DIExpression()), !dbg !611
call void @llvm.dbg.declare(metadata [100 x i32]* %c, metadata !612, metadata !DIExpression()), !dbg !613
                             %call = call i64 @time(i64* null) #3, !dbg !614
                                %conv = trunc i64 %call to i32, !dbg !614
                                call void @srand(i32 %conv) #3, !dbg !615
    call void @llvm.dbg.declare(metadata i32* %i, metadata !616, metadata !DIExpression()), !dbg !618
                                 store i32 0, i32* %i, align 4, !dbg !618
                                     br label %for.cond, !dbg !619
                                                                               [13/14]
                                                        for.body:
                                                                                            ; preds = \% for.cond
                                                                 %call1 = call i32 @rand() #3, !dbg !624
                                                                 %rem = urem i32 %call1, 10, !dbg !626
                                                                %1 = load i32, i32* %i, align 4, !dbg !627
                                                                %idxprom = zext i32 %1 to i64, !dbg !628
                                    %arrayidx = getelementptr inbounds [100 x i32], [100 x i32]* %a, i64 0, i64 %idxprom, !dbg !628
                                                           store i32 %rem, i32* %arrayidx, align 4, !dbg !629
                                                                 %call2 = call i32 @rand() #3, !dbg !630
                                                                %rem3 = urem i32 %call2, 10, !dbg !631
                                                               %2 = load i32, i32* %i, align 4, !dbg !632
                                                               %idxprom4 = zext i32 %2 to i64, !dbg !633
                                    %arrayidx5 = getelementptr inbounds [100 x i32], [100 x i32]* %b, i64 0, i64 %idxprom4, !dbg !633
```

store i32 %rem3, i32* %arrayidx5, align 4, !dbg !634

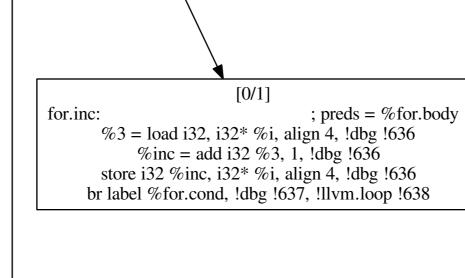
br label %for.inc, !dbg !635

```
[12/15]
for.cond: ; preds = %for.inc, %entry
%0 = load i32, i32* %i, align 4, !dbg !620
%cmp = icmp ult i32 %0, 100, !dbg !622
br i1 %cmp, label %for.body, label %for.end, !dbg !623
```

for.end: ; preds = %for.cond call void @llvm.dbg.declare(metadata i32* %i6, metadata !640, metadata !DIExpression()), !dbg !642 store i32 0, i32* %i6, align 4, !dbg !642 br label %for.cond7, !dbg !643



[2/3] for.end18: ; preds = %for.cond7 ret i32 0, !dbg !662



[5/6] ; preds = % for.cond7for.body9: %5 = load i32, i32* %i6, align 4, !dbg !648 %idxprom10 = zext i32 %5 to i64, !dbg !650 %arrayidx11 = getelementptr inbounds [100 x i32], [100 x i32]* %a, i64 0, i64 %idxprom10, !dbg !650 %6 = load i 32, i 32* % arrayid x 11, align 4, !dbg !650%7 = load i32, i32* %i6, align 4, !dbg !651 %idxprom12 = zext i32 %7 to i64, !dbg !652 %arrayidx13 = getelementptr inbounds [100 x i32], [100 x i32]* %b, i64 0, i64 %idxprom12, !dbg !652 %8 = load i 32, i 32* % arrayid x 13, align 4, !dbg !652%add = add i32 %6, %8, !dbg !653 %9 = load i32, i32* %i6, align 4, !dbg !654 %idxprom14 = zext i32 %9 to i64, !dbg !655 %arrayidx15 = getelementptr inbounds [100 x i32], [100 x i32]* %a, i64 0, i64 %idxprom14, !dbg !655 store i32 %add, i32* %arrayidx15, align 4, !dbg !656

br label %for.inc16, !dbg !657

[7/8]

for.inc16:

; preds = %for.body9

%10 = load i32, i32* %i6, align 4, !dbg !658

%inc17 = add i32 %10, 1, !dbg !658

store i32 %inc17, i32* %i6, align 4, !dbg !658

br label %for.cond7, !dbg !659, !llvm.loop !660