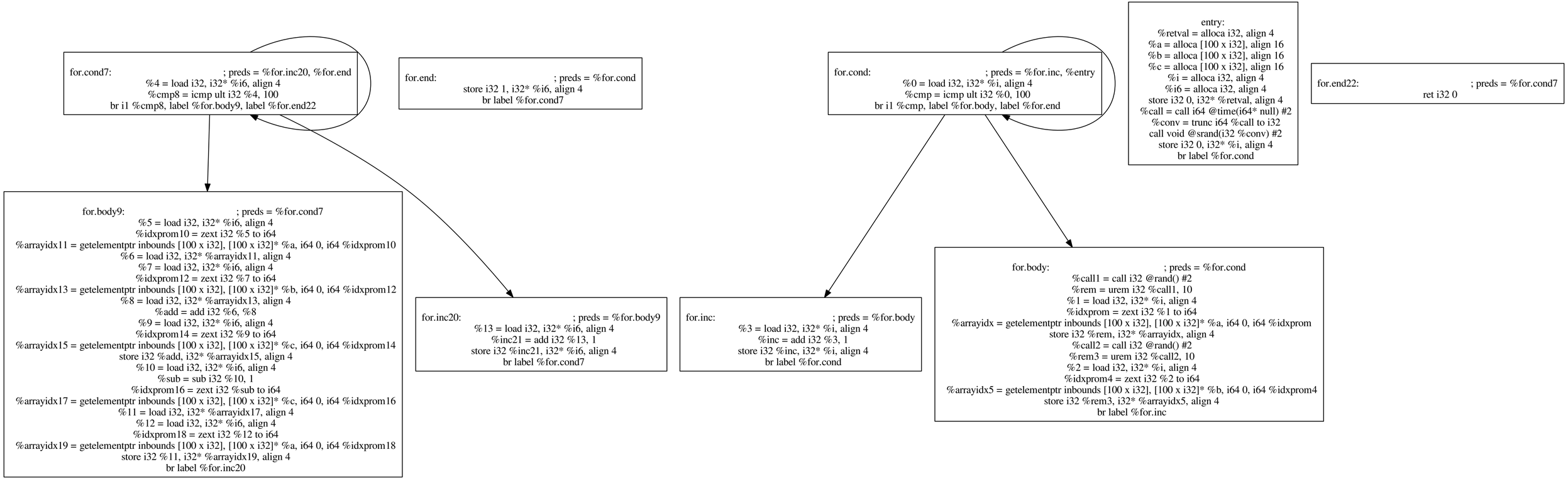
for.cond7: ; preds = %for.inc20, %for.end
%4 = load i32, i32* %i6, align 4
%cmp8 = icmp ult i32 %4, 100
br i1 %cmp8, label %for.body9, label %for.end22
for.end: ; preds = %for.cond
store i32 1, i32* %i6, align 4
br label %for.cond7
for.cond: ; preds = %for.inc, %entry
%0 = load i32, i32* %i, align 4
%cmp = icmp ult i32 %0, 100
br i1 %cmp, label %for.body, label %for.end
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 = call i64 @time(i64* null) #2
%conv = trunc i64 %call to i32
call void @srand(i32 %conv) #2
store i32 0, i32* %i, align 4
br label %for.cond
for.end22: ; preds = %for.cond7
ret i32 0
for.body9: ; preds = %for.cond7
%5 = load i32, i32* %i6, align 4
%idxprom10 = zext i32 %5 to i64
%arrayidx11 = getelementptr inbounds [100 x i32], [100 x i32]* %a, i64 0, i64 %idxprom10
%6 = load i32, i32* %arrayidx11, align 4
%7 = load i32, i32* %i6, align 4
%idxprom12 = zext i32 %7 to i64
%arrayidx13 = getelementptr inbounds [100 x i32], [100 x i32]* %b, i64 0, i64 %idxprom12
%8 = load i32, i32* %arrayidx13, align 4
%add = add i32 %6, %8
%9 = load i32, i32* %i6, align 4
%idxprom14 = zext i32 %9 to i64
%arrayidx15 = getelementptr inbounds [100 x i32], [100 x i32]* %c, i64 0, i64 %idxprom14
store i32 %add, i32* %arrayidx15, align 4
%10 = load i32, i32* %i6, align 4
%sub = sub i32 %10, 1
%idxprom16 = zext i32 %sub to i64
%arrayidx17 = getelementptr inbounds [100 x i32], [100 x i32]* %c, i64 0, i64 %idxprom16
%11 = load i32, i32* %arrayidx17, align 4
%12 = load i32, i32* %i6, align 4
%idxprom18 = zext i32 %12 to i64
%arrayidx19 = getelementptr inbounds [100 x i32], [100 x i32]* %a, i64 0, i64 %idxprom18
store i32 %11, i32* %arrayidx19, align 4
br label %for.inc20
for.inc20: ; preds = %for.body9
%13 = load i32, i32* %i6, align 4
%inc21 = add i32 %13, 1
store i32 %inc21, i32* %i6, align 4
br label %for.cond7
for.inc: ; preds = %for.body
%3 = load i32, i32* %i, align 4
%inc = add i32 %3, 1
store i32 %inc, i32* %i, align 4
br label %for.cond
for.body: ; preds = %for.cond
%call1 = call i32 @rand() #2
%rem = urem i32 %call1, 10
%1 = load i32, i32* %i, align 4
%idxprom = zext i32 %1 to i64
%arrayidx = getelementptr inbounds [100 x i32], [100 x i32]* %a, i64 0, i64 %idxprom
store i32 %rem, i32* %arrayidx, align 4
%call2 = call i32 @rand() #2
%rem3 = urem i32 %call2, 10
%2 = load i32, i32* %i, align 4
%idxprom4 = zext i32 %2 to i64
%arrayidx5 = getelementptr inbounds [100 x i32], [100 x i32]* %b, i64 0, i64 %idxprom4
store i32 %rem3, i32* %arrayidx5, align 4
br label %for.inc