```
[6/7]
entry:
%retval = alloca i32, align 4
%a = alloca [100 x i32], align 16
%i = alloca i32, align 4
store i32 0, i32* %retval, align 4
store i32 0, i32* %i, align 4
br label %for.cond
```

```
[8/9]
for.cond:                                        ; preds = %for.inc, %entry
%0 = load i32, i32* %i, align 4
%cmp = icmp ult i32 %0, 99
br i1 %cmp, label %for.body, label %for.end
```

```
[4/5]
for.body:                                        ; 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
```

```
[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
```

```
[2/3]
for.end:                                         ; preds = %for.cond
ret i32 0
```