%8 = load i32, i32\* %arrayidx13, align 4, !dbg !652 %add = add i32 %6, %8, !dbg !653 %9 = load i32, i32\* %i6, align 4, !dbg !654 Atptr inbounds [100 x i32], [100 x i32]\* %a, i64 0, i64 %idstore i32 %add, i32\* %arrayidx16, align 4, !dbg !657

%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\* %i, align 4, !dbg !618

```
store i32 %rem, i32* %arrayidx, align 4, !dbg !629
         %call2 = call i32 @rand() #3, !dbg !630
entptr inbounds [100 x i32], [100 x i32]* %b, i64 0, i64 % store i32 %rem3, i32* %arrayidx5, align 4, !dbg !634
```

```
[2/3]
for.inc: ; preds = %for.body
%3 = load i32, i32* %i, align 4, !dbg !636
%inc = add i32 %3, 1, !dbg !636
store i32 %inc, i32* %i, align 4, !dbg !636
br label %for.cond, !dbg !637, !llvm.loop !638

[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
```