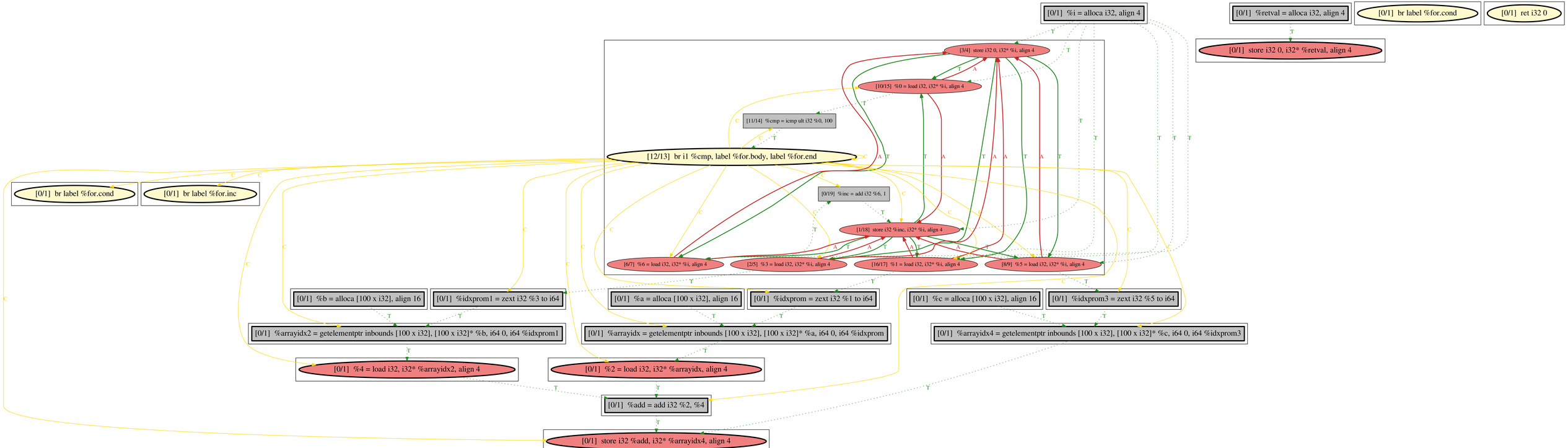
[0/1] %i = alloca i32, align 4
[0/1] %retval = alloca i32, align 4
[0/1] br label %for.cond
[0/1] ret i32 0
[0/1] store i32 0, i32* %retval, align 4
[3/4] store i32 0, i32* %i, align 4
[10/15] %0 = load i32, i32* %i, align 4
[11/14] %cmp = icmp ult i32 %0, 100
[12/13] br i1 %cmp, label %for.body, label %for.end
[0/19] %inc = add i32 %6, 1
[1/18] store i32 %inc, i32* %i, align 4
[6/7] %6 = load i32, i32* %i, align 4
[2/5] %3 = load i32, i32* %i, align 4
[16/17] %1 = load i32, i32* %i, align 4
[8/9] %5 = load i32, i32* %i, align 4
[0/1] br label %for.cond
[0/1] br label %for.inc
[0/1] %b = alloca [100 x i32], align 16
[0/1] %idxprom1 = zext i32 %3 to i64
[0/1] %a = alloca [100 x i32], align 16
[0/1] %idxprom = zext i32 %1 to i64
[0/1] %c = alloca [100 x i32], align 16
[0/1] %idxprom3 = zext i32 %5 to i64
[0/1] %arrayidx2 = getelementptr inbounds [100 x i32], [100 x i32]* %b, i64 0, i64 %idxprom1
[0/1] %arrayidx = getelementptr inbounds [100 x i32], [100 x i32]* %a, i64 0, i64 %idxprom
[0/1] %arrayidx4 = getelementptr inbounds [100 x i32], [100 x i32]* %c, i64 0, i64 %idxprom3
[0/1] %4 = load i32, i32* %arrayidx2, align 4
[0/1] %2 = load i32, i32* %arrayidx, align 4
[0/1] %add = add i32 %2, %4
[0/1] store i32 %add, i32* %arrayidx4, align 4