

[3/8] %call1 = call i32 @rand() #2

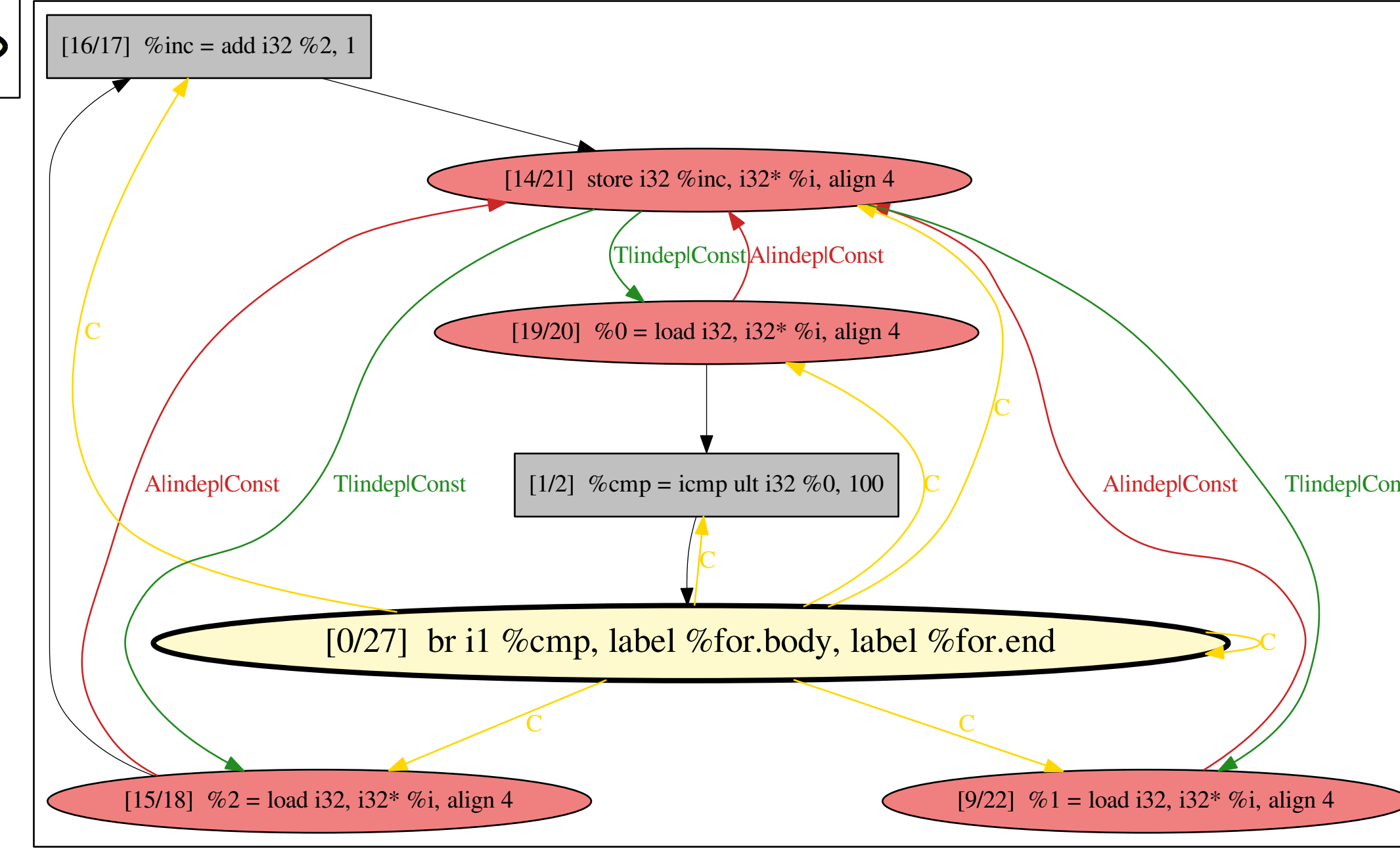
[11/12] %arrayidx = getelementptr inbounds [100 x i32], [100 x i32]* %c, i64 0, i64 %idxprom

[5/6] store i32 %rem, i32* %arrayidx, align 4

[10/13] %idxprom = zext i32 %1 to i64

[4/7] %rem = urem i32 %call1, 10

[25/26] br label %for.inc



[23/24] br label %for.cond