

[2/5]

```
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
```

```
graph TD
    Entry(( )) --> for_cond[for.cond]
    for_cond --> for_body[for.body]
    for_body --> for_inc[for.inc]
    for_inc --> for_cond
```

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```
for.body:                                ; preds = %for.cond
    %call1 = call i32 @rand() #3, !dbg !624
    %rem = urem i32 %call1, 10, !dbg !626
    %1 = load i32, i32* %i, align 4, !dbg !627
    %idxprom = zext i32 %1 to i64, !dbg !628
    %arrayidx = getelementptr inbounds [100 x i32], [100 x i32]* %a, i64 0, i64 %idxprom, !dbg !628
    store i32 %rem, i32* %arrayidx, align 4, !dbg !629
    %call2 = call i32 @rand() #3, !dbg !630
    %rem3 = urem i32 %call2, 10, !dbg !631
    %2 = load i32, i32* %i, align 4, !dbg !632
    %idxprom4 = zext i32 %2 to i64, !dbg !633
    %arrayidx5 = getelementptr inbounds [100 x i32], [100 x i32]* %b, i64 0, i64 %idxprom4, !dbg !633
    store i32 %rem3, i32* %arrayidx5, align 4, !dbg !634
    br label %for.inc, !dbg !635
```

[0/1]

```
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
```