

[3/4]

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

[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