[4/7]
for.cond:
; preds = %for.inc, %entry
%0 = load i32, i32* %i, align 4
%cmp = icmp ult i32 %0, 99
br i1 %cmp, label %for.body, label %for.end

[8/9]
entry:
%retval = alloca i32, align 4
%a = alloca [100 x i32], align 16
%i = alloca i32, align 4
store i32 0, i32* %retval, align 4
store i32 0, i32* %i, align 4
br label %for.cond

```
[5/6]
for.inc:
; preds = %for.body
%4 = load i32, i32* %i, align 4
%inc = add i32 %4, 1
store i32 %inc, i32* %i, align 4
br label %for.cond

[5/6]
for.inc:
```

[0/1]
for.end: ; preds = %for.cond
ret i32 0

```
for.body:
                                                 ; preds = \% for.cond
                           %1 = load i32, i32* %i, align 4
                                %add = add i32 %1, 1
                          %idxprom = zext i32 %add to i64
 %arrayidx = getelementptr inbounds [100 x i32], [100 x i32]* %a, i64 0, i64 %idxprom
                        %2 = load i32, i32* %arrayidx, align 4
                           %3 = load i32, i32* \%i, align 4
                           %idxprom1 = zext i32 %3 to i64
%arrayidx2 = getelementptr inbounds [100 x i32], [100 x i32]* %a, i64 0, i64 %idxprom1
                        store i32 %2, i32* %arrayidx2, align 4
                                  br label %for.inc
```