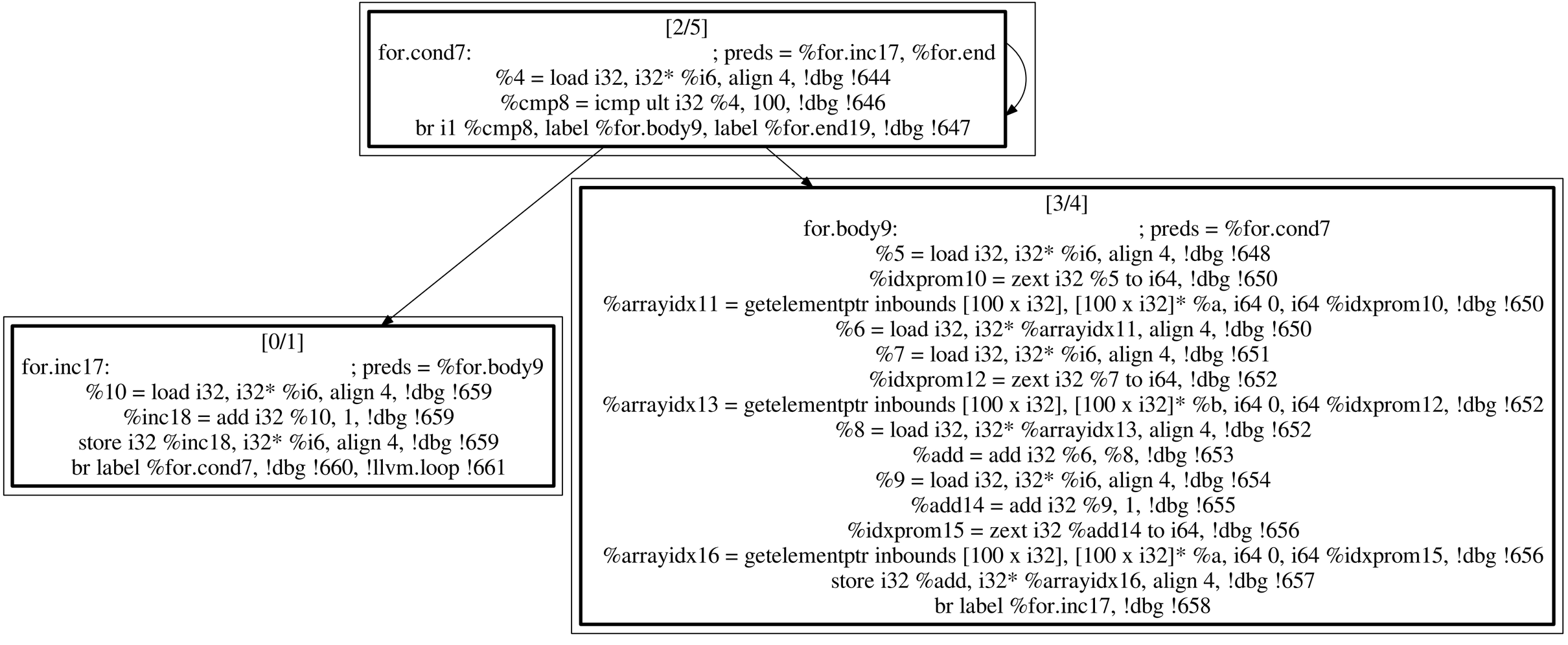
[2/5]
for.cond7: ; preds = %for.inc17, %for.end
%4 = load i32, i32* %i6, align 4, !dbg !644
%cmp8 = icmp ult i32 %4, 100, !dbg !646
br i1 %cmp8, label %for.body9, label %for.end19, !dbg !647
[0/1]
for.inc17: ; preds = %for.body9
%10 = load i32, i32* %i6, align 4, !dbg !659
%inc18 = add i32 %10, 1, !dbg !659
store i32 %inc18, i32* %i6, align 4, !dbg !659
br label %for.cond7, !dbg !660, !llvm.loop !661
[3/4]
for.body9: ; preds = %for.cond7
%5 = load i32, i32* %i6, align 4, !dbg !648
%idxprom10 = zext i32 %5 to i64, !dbg !650
%arrayidx11 = getelementptr inbounds [100 x i32], [100 x i32]* %a, i64 0, i64 %idxprom10, !dbg !650
%6 = load i32, i32* %arrayidx11, align 4, !dbg !650
%7 = load i32, i32* %i6, align 4, !dbg !651
%idxprom12 = zext i32 %7 to i64, !dbg !652
%arrayidx13 = getelementptr inbounds [100 x i32], [100 x i32]* %b, i64 0, i64 %idxprom12, !dbg !652
%8 = load i32, i32* %arrayidx13, align 4, !dbg !652
%add = add i32 %6, %8, !dbg !653
%9 = load i32, i32* %i6, align 4, !dbg !654
%add14 = add i32 %9, 1, !dbg !655
%idxprom15 = zext i32 %add14 to i64, !dbg !656
%arrayidx16 = getelementptr inbounds [100 x i32], [100 x i32]* %a, i64 0, i64 %idxprom15, !dbg !656
store i32 %add, i32* %arrayidx16, align 4, !dbg !657
br label %for.inc17, !dbg !658