

[16/23] store i32 0, i32* %tmp, align 4

[28/31] store i32 %i, i32* %i.addr, align 4

[14/15] %8 = load i32, i32* %arrayidx6, align 4

[0/11] store i32 %inc, i32* %k, align 4

[12/13] %4 = load i32, i32* %arrayidx2, align 4

[32/35] store [100 x i32]* %a, [100 x i32]** %a.addr, align 8

[36/39] %5 = load [100 x i32]*, [100 x i32]** %b.addr, align 8

[24/27] store i32 %j, i32* %j.addr, align 4