```
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
```

```
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
```

```
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
```