

```
for.cond7:                                ; preds = %for.inc16, %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.end18, !dbg !647
```

```
graph TD
    for.cond7 --> for.body9
    for.cond7 --> for.end18
    for.body9 --> for.inc16
    for.inc16 --> for.cond7
```

```
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
    %idxprom14 = zext i32 %9 to i64, !dbg !655
    %arrayidx15 = getelementptr inbounds [100 x i32], [100 x i32]* %a, i64 0, i64 %idxprom14, !dbg !655
    store i32 %add, i32* %arrayidx15, align 4, !dbg !656
    br label %for.inc16, !dbg !657
```

```
for.inc16:                                ; preds = %for.body9
    %10 = load i32, i32* %i6, align 4, !dbg !658
    %inc17 = add i32 %10, 1, !dbg !658
    store i32 %inc17, i32* %i6, align 4, !dbg !658
    br label %for.cond7, !dbg !659, !llvm.loop !660
```