

[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

[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

[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