

```
[0/5]
                                                                     ; preds = %for.inc16, %for.end
                                 for.cond7:
                                                                                                                                  [16/17]
                                                                                                                                            ; preds = \%for.cond7
                                                   %4 = load i32, i32* %i6, align 4
                                                                                                         for.end18:
                                                    %cmp8 = icmp ult i32 %4, 100
                                                                                                                                 ret i32 0
                                           br i1 %cmp8, label %for.body9, label %for.end18
                                                                                                      [3/4]
                                                                             for.body9:
                                                                                                                ; preds = \% for.cond7
                                                                                          %5 = load i32, i32* %i6, align 4
                                                                                          %idxprom10 = zext i32 %5 to i64
                                                             %arrayidx11 = getelementptr inbounds [100 x i32], [100 x i32]* %a, i64 0, i64 %idxprom10
                         [1/2]
                                                                                     %6 = load i32, i32* %arrayidx11, align 4
for.inc16:
                                   ; preds = %for.body9
                                                                                          \%7 = \text{load i}32, i32*\%i6, align 4
            %10 = \text{load i} 32, i 32* \% i 6, align 4
                                                                                          %idxprom12 = zext i32 %7 to i64
                                                             %arrayidx13 = getelementptr inbounds [100 x i32], [100 x i32]* %b, i64 0, i64 %idxprom12
                \%inc17 = add i32 \%10, 1
                                                                                     \sqrt{8} = load i32, i32* %arrayidx13, align 4
            store i32 %inc17, i32* %i6, align 4
                                                                                              %add = add i32 %6, %8
                   br label %for.cond7
                                                                                          %9 = load i32, i32* %i6, align 4
                                                                                          %idxprom14 = zext i32 %9 to i64
                                                             %arrayidx15 = getelementptr inbounds [100 x i32], [100 x i32]* %c, i64 0, i64 %idxprom14
                                                                                     store i32 %add, i32* %arrayidx15, align 4
                                                                                                br label %for.inc16
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[12/13] entry:

br label %for.cond

%retval = alloca i32, align 4
%a = alloca [100 x i32], align 16
%b = alloca [100 x i32], align 16
%c = alloca [100 x i32], align 16
%i = alloca i32, align 4
%i6 = alloca i32, align 4
store i32 0, i32* %retval, align 4
%call = call i64 @time(i64* null) #2
%conv = trunc i64 %call to i32
call void @srand(i32 %conv) #2
store i32 0, i32* %i, align 4

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store i32 0, i32* %i6, align 4

br label %for.cond7

for.end:

; preds = %for.cond