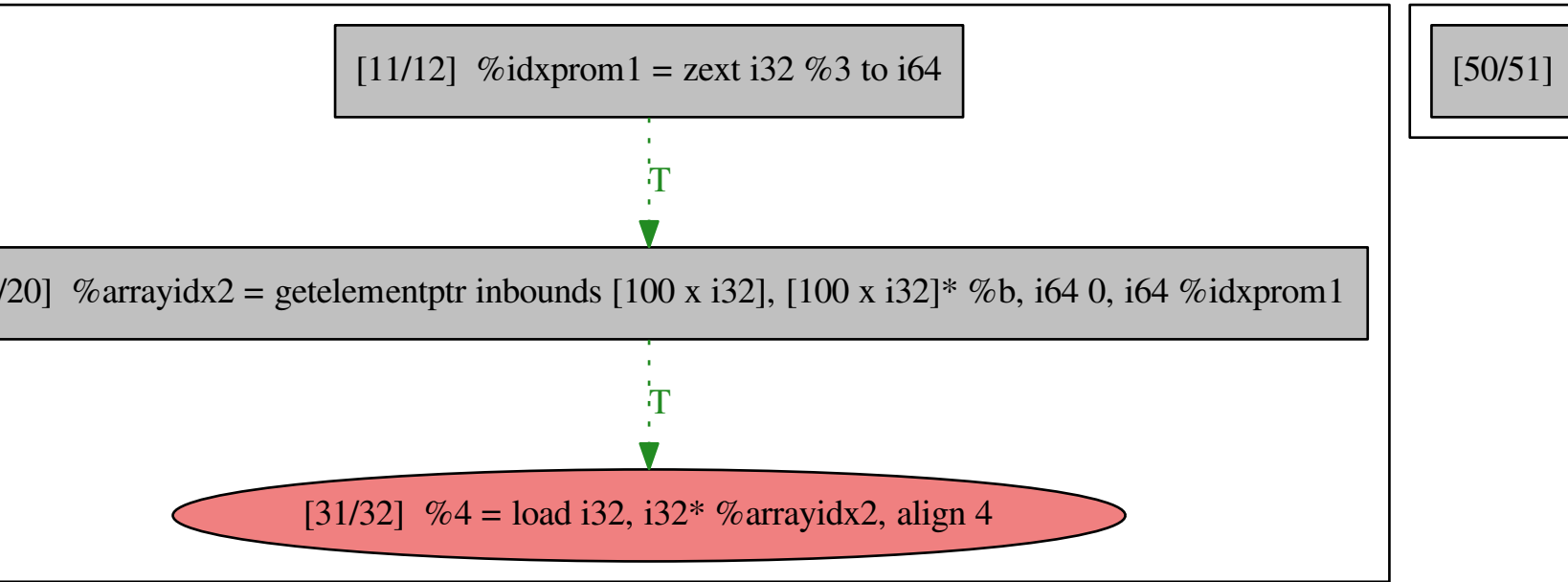


[6/9] %idxprom3 = zext i32 %5 to i64

[0/5] %2 = load i32, i32\* %arrayidx, align 4

[44/47] %retval = alloca i32, align 4

[52/53] ret i32 0



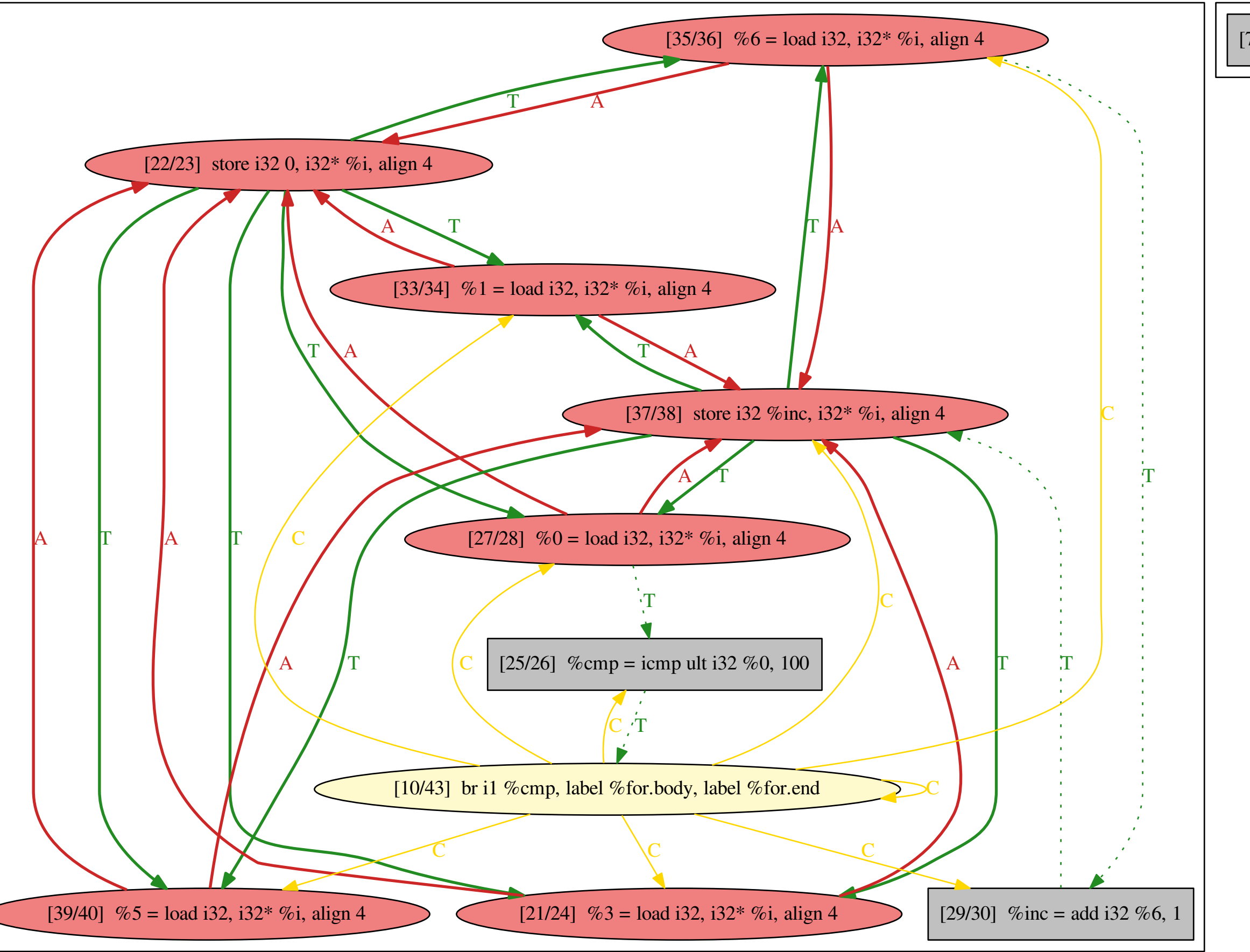
[50/51] %b = alloca [100 x i32], align 16

[45/46] store i32 0, i32\* %retval, align 4

[41/42] br label %for.inc

[2/3] store i32 %add, i32\* %arrayidx4, align 4

[54/55] %a = alloca [100 x i32], align 16

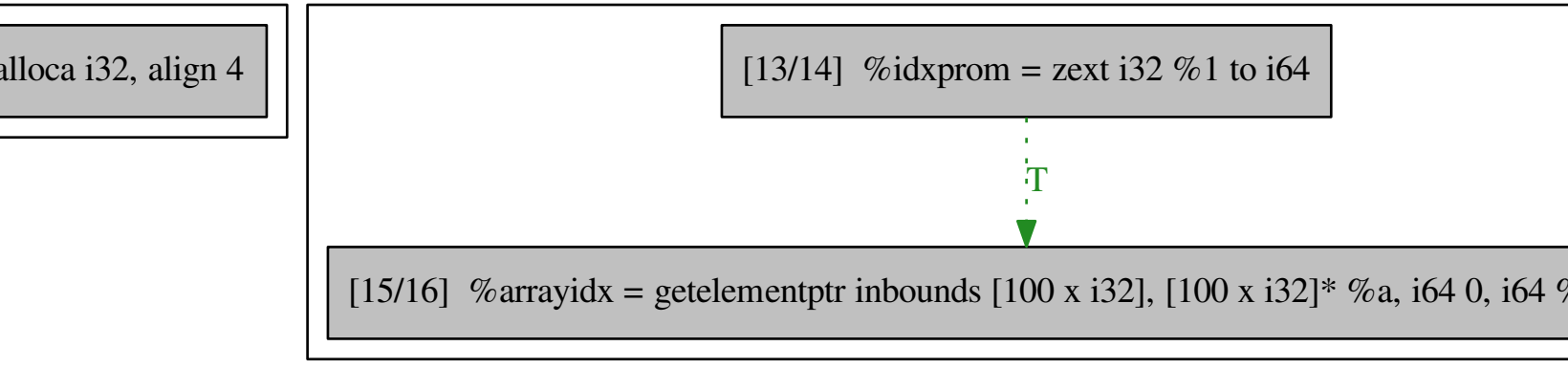


[7/8] %arrayidx4 = getelementptr inbounds [100 x i32], [100 x i32]\* %c, i64 0, i64 %idxprom3

[48/49] br label %for.cond

[56/57] %c = alloca [100 x i32], align 16

[58/59] %i = alloca i32, align 4



[1/4] %add = add i32 %2, %4

[17/18] br label %for.cond