```
[2/5]
for.cond: ; preds = %for.inc, %entry
%1 = load i32, i32* %i, align 4, !dbg !1286
%cmp = icmp ult i32 %1, 100, !dbg !1288
br i1 %cmp, label %for.body, label %for.end, !dbg !1289
```

```
[3/4]

for.body: ; preds = %for.cond

%2 = load i32, i32* %i, align 4, !dbg !1290

%call = call i64 @_Z21compute_fibonacci_numi(i32 %2), !dbg !1292

%conv = trunc i64 %call to i32, !dbg !1292

%3 = load i32, i32* %i, align 4, !dbg !1293

%sub = sub nsw i32 %3, 1, !dbg !1294

%idxprom = sext i32 %sub to i64, !dbg !1295

%arrayidx = getelementptr inbounds i32, i32* %vla, i64 %idxprom, !dbg !1295

store i32 %conv, i32* %arrayidx, align 4, !dbg !1296

br label %for.inc, !dbg !1297
```

[0/1]
for.inc: ; preds = %for.body
%4 = load i32, i32\* %i, align 4, !dbg !1298
%inc = add nsw i32 %4, 1, !dbg !1298
store i32 %inc, i32\* %i, align 4, !dbg !1298
br label %for.cond, !dbg !1299, !llvm.loop !1300