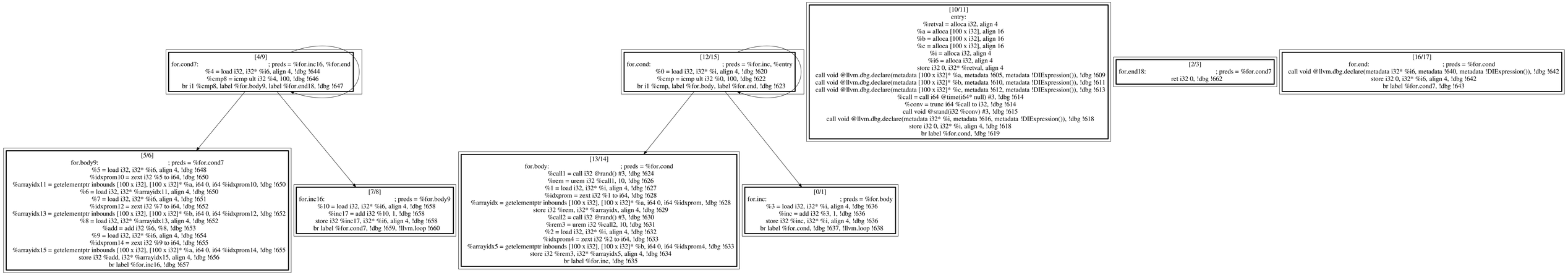
[4/9]
for.cond7: ; preds = %for.inc16, %for.end
%4 = load i32, i32* %i6, align 4, !dbg !644
%cmp8 = icmp ult i32 %4, 100, !dbg !646
br i1 %cmp8, label %for.body9, label %for.end18, !dbg !647
[5/6]
for.body9: ; preds = %for.cond7
%5 = load i32, i32* %i6, align 4, !dbg !648
%idxprom10 = zext i32 %5 to 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
[7/8]
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
[12/15]
for.cond: ; preds = %for.inc, %entry
%0 = load i32, i32* %i, align 4, !dbg !620
%cmp = icmp ult i32 %0, 100, !dbg !622
br i1 %cmp, label %for.body, label %for.end, !dbg !623
[13/14]
for.body: ; preds = %for.cond
%call1 = call i32 @rand() #3, !dbg !624
%rem = urem i32 %call1, 10, !dbg !626
%1 = load i32, i32* %i, align 4, !dbg !627
%idxprom = zext i32 %1 to i64, !dbg !628
%arrayidx = getelementptr inbounds [100 x i32], [100 x i32]* %a, i64 0, i64 %idxprom, !dbg !628
store i32 %rem, i32* %arrayidx, align 4, !dbg !629
%call2 = call i32 @rand() #3, !dbg !630
%rem3 = urem i32 %call2, 10, !dbg !631
%2 = load i32, i32* %i, align 4, !dbg !632
%idxprom4 = zext i32 %2 to i64, !dbg !633
%arrayidx5 = getelementptr inbounds [100 x i32], [100 x i32]* %b, i64 0, i64 %idxprom4, !dbg !633
store i32 %rem3, i32* %arrayidx5, align 4, !dbg !634
br label %for.inc, !dbg !635
[0/1]
for.inc: ; preds = %for.body
%3 = load i32, i32* %i, align 4, !dbg !636
%inc = add i32 %3, 1, !dbg !636
store i32 %inc, i32* %i, align 4, !dbg !636
br label %for.cond, !dbg !637, !llvm.loop !638
[10/11]
entry:
%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 void @llvm.dbg.declare(metadata [100 x i32]* %a, metadata !605, metadata !DIExpression()), !dbg !609
call void @llvm.dbg.declare(metadata [100 x i32]* %b, metadata !610, metadata !DIExpression()), !dbg !611
call void @llvm.dbg.declare(metadata [100 x i32]* %c, metadata !612, metadata !DIExpression()), !dbg !613
%call = call i64 @time(i64* null) #3, !dbg !614
%conv = trunc i64 %call to i32, !dbg !614
call void @srand(i32 %conv) #3, !dbg !615
call void @llvm.dbg.declare(metadata i32* %i, metadata !616, metadata !DIExpression()), !dbg !618
store i32 0, i32* %i, align 4, !dbg !618
br label %for.cond, !dbg !619
[2/3]
for.end18: ; preds = %for.cond7
ret i32 0, !dbg !662
[16/17]
for.end: ; preds = %for.cond
call void @llvm.dbg.declare(metadata i32* %i6, metadata !640, metadata !DIExpression()), !dbg !642
store i32 0, i32* %i6, align 4, !dbg !642
br label %for.cond7, !dbg !643