

[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

%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

[0/1]

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

[2/5]

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