

[3/4]

for.body54: ; preds = %for.cond52

%24 = load i32, i32* %j51, align 4

%idxprom55 = zext i32 %24 to i64

%arrayidx56 = getelementptr inbounds [100 x i32], [100 x i32]* @_ZL1a, i64 0, i64 %idxprom55

%25 = load i32, i32* %arrayidx56, align 4

%26 = load i32, i32* %i22, align 4

%idxprom57 = zext i32 %26 to i64

%27 = load i32, i32* %j51, align 4

%idxprom59 = zext i32 %27 to i64

br label %for.inc61

[0/1]

for.inc61: ; preds = %for.body54

%28 = load i32, i32* %i22, align 4

%inc62 = add i32 %28, 1

store i32 %inc62, i32* %i22, align 4

br label %for.cond52

[2/5]

for.cond52: ; preds = %for.inc61, %for.end50

%23 = load i32, i32* %i22, align 4

%cmp53 = icmp ult i32 %23, 100

br i1 %cmp53, label %for.body54, label %for.end63