```
[2/5]
for.cond:                                    ; preds = %for.inc, %entry
    %0 = load i32, i32* %i, align 4
    %cmp = icmp ult i32 %0, 100
    br i1 %cmp, label %for.body, label %for.end
```

```
[3/4]
for.body:                                    ; preds = %for.cond
    %call1 = call i32 @rand() #2
    %rem = urem i32 %call1, 10
    %1 = load i32, i32* %i, align 4
    %idxprom = zext i32 %1 to i64
    %arrayidx = getelementptr inbounds [100 x i32], [100 x i32]* %c, i64 0, i64 %idxprom
    store i32 %rem, i32* %arrayidx, align 4
    br label %for.inc
```

```
[0/1]
for.inc:                                    ; preds = %for.body
    %2 = load i32, i32* %i, align 4
    %inc = add i32 %2, 1
    store i32 %inc, i32* %i, align 4
    br label %for.cond
```