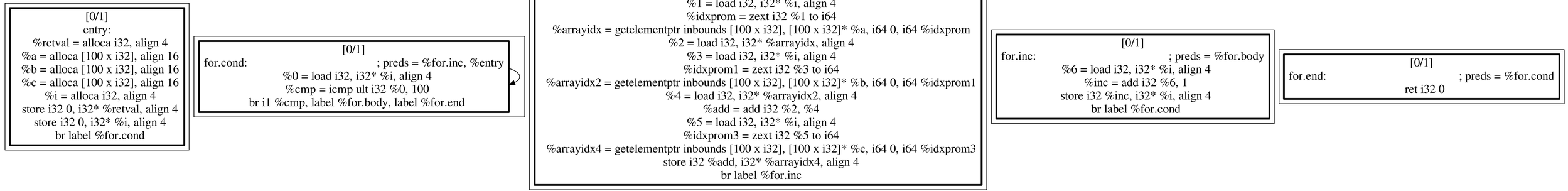
[0/1]
entry:
%retval = alloca i32, align 4
%a = alloca [100 x i32], align 16
%b = alloca [100 x i32], align 16
%c = alloca [100 x i32], align 16
%i = alloca i32, align 4
store i32 0, i32* %retval, align 4
store i32 0, i32* %i, align 4
br label %for.cond
[0/1]
for.cond: ; preds = %for.inc, %entry
%0 = load i32, i32* %i, align 4
%cmp = icmp ult i32 %0, 100
br i1 %cmp, label %for.body, label %for.end
[0/1]
for.body: ; preds = %for.cond
%1 = load i32, i32* %i, align 4
%idxprom = zext i32 %1 to i64
%arrayidx = getelementptr inbounds [100 x i32], [100 x i32]* %a, i64 0, i64 %idxprom
%2 = load i32, i32* %arrayidx, align 4
%3 = load i32, i32* %i, align 4
%idxprom1 = zext i32 %3 to i64
%arrayidx2 = getelementptr inbounds [100 x i32], [100 x i32]* %b, i64 0, i64 %idxprom1
%4 = load i32, i32* %arrayidx2, align 4
%add = add i32 %2, %4
%5 = load i32, i32* %i, align 4
%idxprom3 = zext i32 %5 to i64
%arrayidx4 = getelementptr inbounds [100 x i32], [100 x i32]* %c, i64 0, i64 %idxprom3
store i32 %add, i32* %arrayidx4, align 4
br label %for.inc
[0/1]
for.inc: ; preds = %for.body
%6 = load i32, i32* %i, align 4
%inc = add i32 %6, 1
store i32 %inc, i32* %i, align 4
br label %for.cond
[0/1]
for.end: ; preds = %for.cond
ret i32 0