```
[2/5]
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
```

[3/4]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