[32/33] %1 = load i32, i32* %i, align 4 [13/14] br label %for.inc [1/34] store i32 0, i32* %i, align 4 [2/5] %5 = load i32, i32* %i, align 4 [3/4] %inc = add i32 %5, 1 [37/38] store i32 %inc, i32* %i, align 4 [6/29] %0 = load i32, i32* %i, align 4 [7/28] %cmp = icmp ult i32 %0, 100 [8/27] br i1 %cmp, label %for.body, label %for.end [30/31] %3 = load i32, i32* %i, align 4 [0/39] %4 = load i32, i32* %i, align 4

[48/49] ret i32 0

[40/41] br label %for.cond

[42/43] %i = alloca i32, align 4

[11/12] %idxprom1 = zext i32 %3 to i64

[45/46] store i32 0, i32* %retval, align 4

[17/18] br label %for.cond [9/10] %idxprom = zext i32 %1 to i64 [21/22] %arrayidx = getelementptr inbounds [100 x i32], [100 x i32]* @_ZL1a, i64 0, i64 %idxprom [25/26] %2 = load i32, i32* %arrayidx, align 4 [19/20] %add = add i32 %2, 0 [23/24] %arrayidx4 = getelementptr inbounds [100 x i32], [100 x i32]* @_ZL1a, i64 0, i64 %idxprom3 [15/16] store i32 %add, i32* %arrayidx4, align 4

[35/36] %idxprom3 = zext i32 %4 to i64

[44/47] %retval = alloca i32, align 4