

[2/5]  
for.cond: ; preds = %for.inc, %arrayctor.cont  
%0 = load i32, i32\* %i, align 4  
%cmp = icmp ult i32 %0, 99  
br i1 %cmp, label %for.body, label %for.end

[3/4]  
for.inc: ; preds = %for.body  
%5 = load i32, i32\* %i, align 4  
%inc = add i32 %5, 1  
store i32 %inc, i32\* %i, align 4  
br label %for.cond

[0/1]  
for.body: ; preds = %for.cond  
%1 = load i32, i32\* %i, align 4  
%2 = load i32, i32\* %i, align 4  
%idxprom = zext i32 %2 to i64  
%arrayidx = getelementptr inbounds [100 x %struct.list\_node], [100 x %struct.list\_node]\* %nodes, i64 0, i64 %idxprom  
%value = getelementptr inbounds %struct.list\_node, %struct.list\_node\* %arrayidx, i32 0, i32 0  
store i32 %1, i32\* %value, align 16  
%3 = load i32, i32\* %i, align 4  
%add = add i32 %3, 1  
%idxprom1 = zext i32 %add to i64  
%arrayidx2 = getelementptr inbounds [100 x %struct.list\_node], [100 x %struct.list\_node]\* %nodes, i64 0, i64 %idxprom1  
%4 = load i32, i32\* %i, align 4  
%idxprom3 = zext i32 %4 to i64  
%arrayidx4 = getelementptr inbounds [100 x %struct.list\_node], [100 x %struct.list\_node]\* %nodes, i64 0, i64 %idxprom3  
%next = getelementptr inbounds %struct.list\_node, %struct.list\_node\* %arrayidx4, i32 0, i32 1  
store %struct.list\_node\* %arrayidx2, %struct.list\_node\*\* %next, align 8  
br label %for.inc