## [2/5]

for.cond7: ; preds = %for.inc16, %for.end %4 = load i32, i32\* %i6, align 4, !dbg !644 %cmp8 = icmp ult i32 %4, 100, !dbg !646 br i1 %cmp8, label %for.body9, label %for.end18, !dbg !647

## [0/1]

for.inc16: ; preds = %for.body9
%10 = load i32, i32\* %i6, align 4, !dbg !658
%inc17 = add i32 %10, 1, !dbg !658
store i32 %inc17, i32\* %i6, align 4, !dbg !658
br label %for.cond7, !dbg !659, !llvm.loop !660

```
[3/4]
```

```
for.body9: ; preds = %for.cond7
    %5 = load i32, i32* %i6, align 4, !dbg !648
    %idxprom10 = zext i32 %5 to i64, !dbg !650
%arrayidx11 = getelementptr inbounds [100 x i32], [100 x i32]* %a, i64 0, i64 %idxprom10, !dbg !650
    %6 = load i32, i32* %arrayidx11, align 4, !dbg !650
    %7 = load i32, i32* %i6, align 4, !dbg !651
    %idxprom12 = zext i32 %7 to i64, !dbg !652
%arrayidx13 = getelementptr inbounds [100 x i32], [100 x i32]* %b, i64 0, i64 %idxprom12, !dbg !652
    %8 = load i32, i32* %arrayidx13, align 4, !dbg !652
    %add = add i32 %6, %8, !dbg !653
    %9 = load i32, i32* %i6, align 4, !dbg !654
%idxprom14 = zext i32 %9 to i64, !dbg !655
```

%arrayidx15 = getelementptr inbounds [100 x i32], [100 x i32]\* %a, i64 0, i64 %idxprom14, !dbg !655

store i32 %add, i32\* %arrayidx15, align 4, !dbg !656

br label %for.inc16, !dbg !657