

[2/5]  
for.cond7: ; preds = %for.inc17, %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.end19, !dbg !647

[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  
%add14 = add i32 %9, 1, !dbg !655  
%idxprom15 = zext i32 %add14 to i64, !dbg !656  
%arrayidx16 = getelementptr inbounds [100 x i32], [100 x i32]\* %a, i64 0, i64 %idxprom15, !dbg !656  
store i32 %add, i32\* %arrayidx16, align 4, !dbg !657  
br label %for.inc17, !dbg !658

[0/1]  
for.inc17: ; preds = %for.body9  
%10 = load i32, i32\* %i6, align 4, !dbg !659  
%inc18 = add i32 %10, 1, !dbg !659  
store i32 %inc18, i32\* %i6, align 4, !dbg !659  
br label %for.cond7, !dbg !660, !llvm.loop !661