

%retval = alloca i32, align 4 %c = alloca [100 x i32], align 16%i = alloca i32, align 4 %i2 = alloca i32, align 4 store i32 0, i32* %retval, align 4 %call = call i64 @time(i64* null) #2 %conv = trunc i64 %call to i32 call void @srand(i32 %conv) #2 store i32 0, i32* %i, align 4 br label %for.cond

; preds = % for.cond3

%4 = load i32, i32* %i2, align 4

% sub = sub i32 %4. 1

%idxprom6 = zext i32 %sub to i64

%arrayidx7 = getelementptr inbounds [100 x i32], [100 x i32]* %c, i64 0, i64 %idxprom6

%5 = load i32, i32* %arrayidx7, align 4

%6 = load i32, i32*%i2, align 4

%idxprom9 = zext i32 %sub8 to i64

%arrayidx10 = getelementptr inbounds [100 x i32], [100 x i32]* %c, i64 0, i64 %idxprom9

%7 = load i 32, i 32* % arrayid x 10, align 4

%8 = load i32, i32* %i2, align 4

%idxprom11 = zext i32 %8 to i64

%arrayidx12 = getelementptr inbounds [100 x i32], [100 x i32]* %c, i64 0, i64 %idxprom11 store i32 %add, i32* %arrayidx12, align 4

br label %for.inc13