```
for.cond7: ; preds = %for.inc16, %for.end %4 = load i32, i32* %i6, align 4 %cmp8 = icmp ult i32 %4, 100 br i1 %cmp8, label %for.body9, label %for.end18
```

```
for.body9:
                                                       ; preds = \% for.cond7
                              %5 = load i32, i32* \%i6, align 4
                              \%idxprom 10 = zext i 32 \% 5 to i 64
%arrayidx11 = getelementptr inbounds [100 x i32], [100 x i32]* %a, i64 0, i64 %idxprom10
                          \%6 = \text{load i} 32, i 32* \% \text{arrayid} x 11, align 4
                              %7 = load i32, i32* %i6, align 4
                              \%idxprom 12 = zext i 32 \% 7 to i 64
%arrayidx13 = getelementptr inbounds [100 x i32], [100 x i32]* %b, i64 0, i64 %idxprom12
                          %8 = load i32, i32* %arrayidx13, align 4
                                  %add = add i32 %6, %8
                              \%9 = \text{load i} 32, i 32* \% i 6, align 4
                              \%idxprom 14 = zext i 32 \% 9 to i 64
%arrayidx15 = getelementptr inbounds [100 x i32], [100 x i32]* %c, i64 0, i64 %idxprom14
                          store i32 %add, i32* %arrayidx15, align 4
                                     br label %for.inc16
```

for.inc16: ; preds = %for.body9
%10 = load i32, i32\* %i6, align 4
%inc17 = add i32 %10, 1
store i32 %inc17, i32\* %i6, align 4
br label %for.cond7