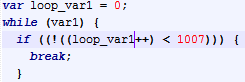
De randomizing for better run-ability

* Loop limit – to make sure every loop will finish we inject code to make it break after a configurable number of runs.  
    
  loop\_var1- 1 is generated via a running counter  
  1007 – is chosen from normal probability *LOOP\_MAX\_ITERATIONS\_NORMAL\_EXP*
* First statement is a var declaration