

BB47:

```
%retval = alloca 1  
%i = alloca 1  
store 0 %retval  
store 0 %i  
br BB48
```

BB48:

```
%1 = load %i  
%cmp = icmp %1 100  
br %cmp BB51 BB49
```

BB49:

```
%2 = load %i  
call @Trees(%2)  
br BB50
```

BB51:

```
ret 0
```

BB50:

```
%3 = load %i  
%inc = add %3 1  
store %inc %i  
br BB48
```