

BB236:

```
%retval = alloca 1  
%i = alloca 1  
store 0 %retval  
store 0 %i  
br BB237
```

BB237:

```
%1 = load %i  
%cmp = icmp %1 100  
br %cmp BB240 BB238
```

BB238:

```
call @Puzzle()  
br BB239
```

BB240:

```
ret 0
```

BB239:

```
%2 = load %i  
%inc = add %2 1  
store %inc %i  
br BB237
```