

entry:

%call = tail call i64 @time(ptr noundef null) #2

%conv = trunc i64 %call to i32

tail call void @srand(i32 noundef %conv) #2

%call1 = tail call i32 @rand() #2

%rem = srem i32 %call1, 5

%idxprom = sext i32 %rem to i64

%arrayidx = getelementptr inbounds [5 x i32], ptr @__const.main.some_array,
... i64 0, i64 %idxprom

%0 = load i32, ptr %arrayidx, align 4, !tbaa !7

ret i32 %0

CFG for 'main' function