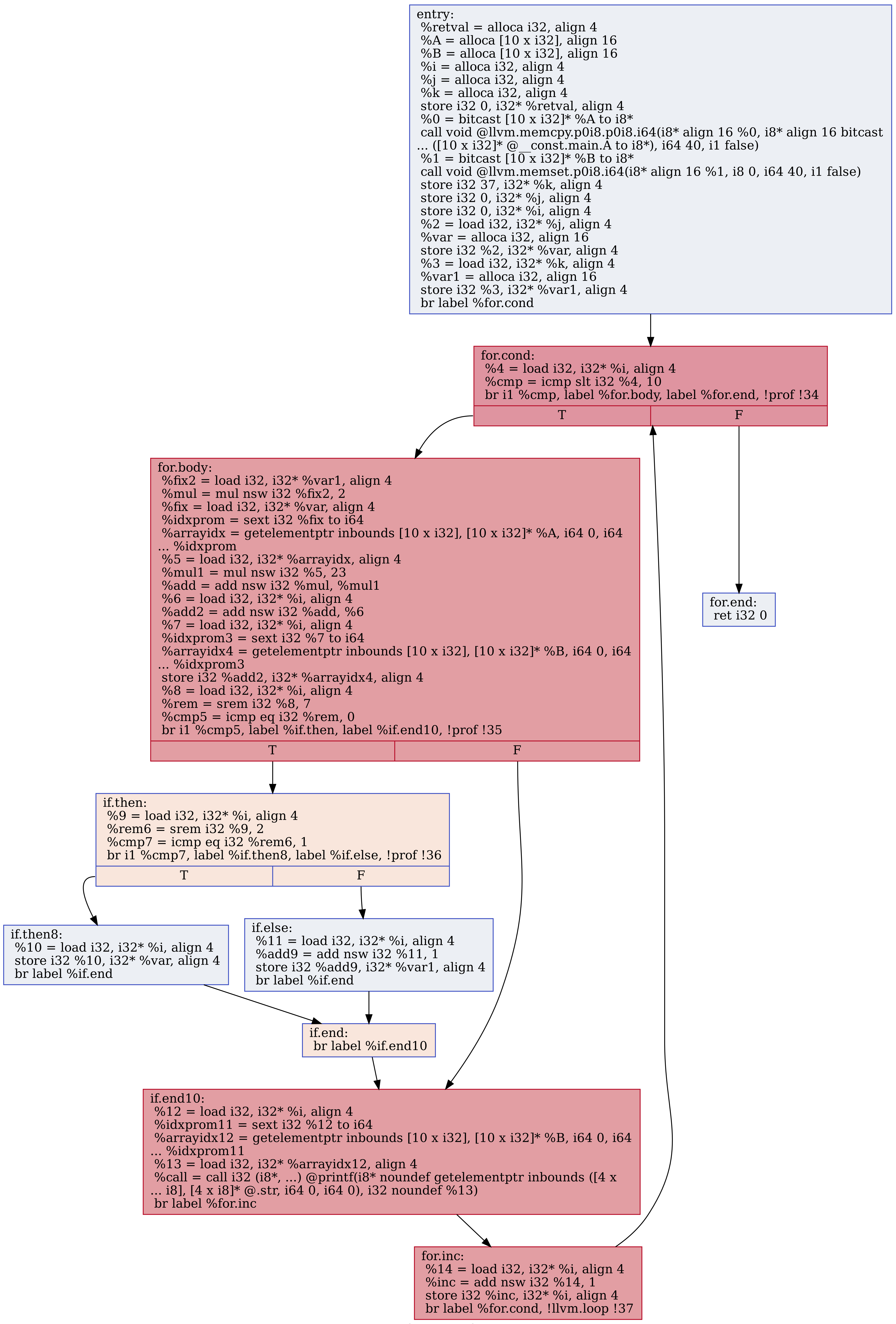

```
entry:
 %retval = alloca i32, align 4
 %A = alloca [10 x i32], align 16
 %B = alloca [10 x i32], align 16
 %i = alloca i32, align 4
 %j = alloca i32, align 4
 %k = alloca i32, align 4
 store i32 0, i32* %retval, align 4
 %0 = bitcast [10 x i32]* %A to i8*
 call void @llvm.memcpy.p0i8.p0i8.i64(i8* align 16 %0, i8* align 16 bitcast
... ([10 x i32]* @__const.main.A to i8*), i64 40, i1 false)
 %1 = bitcast [10 x i32]* %B to i8*
 call void @llvm.memset.p0i8.i64(i8* align 16 %1, i8 0, i64 40, i1 false)
 store i32 37, i32* %k, align 4
 store i32 0, i32* %j, align 4
 store i32 0, i32* %i, align 4
 %2 = load i32, i32* %j, align 4
 %var = alloca i32, align 16
 store i32 %2, i32* %var, align 4
 %3 = load i32, i32* %k, align 4
 %var1 = alloca i32, align 16
 store i32 %3, i32* %var1, align 4
 br label %for.cond
```

```
for.cond:
 %4 = load i32, i32* %i, align 4
 %cmp = icmp slt i32 %4, 10
 br i1 %cmp, label %for.body, label %for.end, !prof !34
```

```
for.body:
 %fix2 = load i32, i32* %var1, align 4
 %mul = mul nsw i32 %fix2, 2
 %fix = load i32, i32* %var, align 4
 %idxprom = sext i32 %fix to i64
 %arrayidx = getelementptr inbounds [10 x i32], [10 x i32]* %A, i64 0, i64
... %idxprom
 %5 = load i32, i32* %arrayidx, align 4
 %mul1 = mul nsw i32 %5, 23
 %add = add nsw i32 %mul, %mul1
 %6 = load i32, i32* %i, align 4
 %add2 = add nsw i32 %add, %6
 %7 = load i32, i32* %i, align 4
 %idxprom3 = sext i32 %7 to i64
 %arrayidx4 = getelementptr inbounds [10 x i32], [10 x i32]* %B, i64 0, i64
... %idxprom3
 store i32 %add2, i32* %arrayidx4, align 4
 %8 = load i32, i32* %i, align 4
 %rem = srem i32 %8, 7
 %cmp5 = icmp eq i32 %rem, 0
 br i1 %cmp5, label %if.then, label %if.end10, !prof !35
```

```
for.end:
 ret i32 0
```

```
if.then:
 %9 = load i32, i32* %i, align 4
 %rem6 = srem i32 %9, 2
 %cmp7 = icmp eq i32 %rem6, 1
 br i1 %cmp7, label %if.then8, label %if.else, !prof !36
```

```
if.then8:
 %10 = load i32, i32* %i, align 4
 store i32 %10, i32* %var, align 4
 br label %if.end
```

```
if.else:
 %11 = load i32, i32* %i, align 4
 %add9 = add nsw i32 %11, 1
 store i32 %add9, i32* %var1, align 4
 br label %if.end
```

```
if.end:
 br label %if.end10
```

```
if.end10:
 %12 = load i32, i32* %i, align 4
 %idxprom11 = sext i32 %12 to i64
 %arrayidx12 = getelementptr inbounds [10 x i32], [10 x i32]* %B, i64 0, i64
... %idxprom11
 %13 = load i32, i32* %arrayidx12, align 4
 %call = call i32 (i8*, ...) @printf(i8* noundef getelementptr inbounds ([4 x
... i8], [4 x i8]* @.str, i64 0, i64 0), i32 noundef %13)
 br label %for.inc
```

```
for.inc:
 %14 = load i32, i32* %i, align 4
 %inc = add nsw i32 %14, 1
 store i32 %inc, i32* %i, align 4
 br label %for.cond, !llvm.loop !37
```

CFG for 'main' function