

```
for.cond7:                                ; preds = %for.inc, %for.body6
      %3 = load i32, i32* %m, align 4, !dbg !993
      %cmp8 = icmp slt i32 %3, 5, !dbg !995
      br i1 %cmp8, label %for.body9, label %for.end, !dbg !996
```

```
graph TD
    cond7[for.cond7] -- true --> body9[for.body9]
    cond7 -- false --> end[for.end]
    body9 --> inc[for.inc]
    inc --> cond7
```

```
for.body9:                                ; preds = %for.cond7
      %call10 = call i32 @rand() #3, !dbg !997
      %rem = srem i32 %call10, 10, !dbg !999
      %4 = load i32, i32* %i, align 4, !dbg !1000
      %idxprom = sext i32 %4 to i64, !dbg !1001
      %arrayidx = getelementptr inbounds [100 x [10 x [10 x [5 x i32]]]], [100 x [10 x [10 x [5 x i32]]]]* %a, i64 0, i64 %idxprom, !dbg !1001
      %5 = load i32, i32* %j, align 4, !dbg !1002
      %idxprom11 = sext i32 %5 to i64, !dbg !1001
      %arrayidx12 = getelementptr inbounds [10 x [10 x [5 x i32]]], [10 x [10 x [5 x i32]]]* %arrayidx, i64 0, i64 %idxprom11, !dbg !1001
      %6 = load i32, i32* %k, align 4, !dbg !1003
      %idxprom13 = sext i32 %6 to i64, !dbg !1001
      %arrayidx14 = getelementptr inbounds [10 x [5 x i32]], [10 x [5 x i32]]* %arrayidx12, i64 0, i64 %idxprom13, !dbg !1001
      %7 = load i32, i32* %m, align 4, !dbg !1004
      %idxprom15 = sext i32 %7 to i64, !dbg !1001
      %arrayidx16 = getelementptr inbounds [5 x i32], [5 x i32]* %arrayidx14, i64 0, i64 %idxprom15, !dbg !1001
      store i32 %rem, i32* %arrayidx16, align 4, !dbg !1005
      br label %for.inc, !dbg !1006
```

```
for.inc:                                  ; preds = %for.body9
      %8 = load i32, i32* %m, align 4, !dbg !1007
      %inc = add nsw i32 %8, 1, !dbg !1007
      store i32 %inc, i32* %m, align 4, !dbg !1007
      br label %for.cond7, !dbg !1008, !llvm.loop !1009
```