

[3/4]

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

[0/1]

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

[2/5]

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