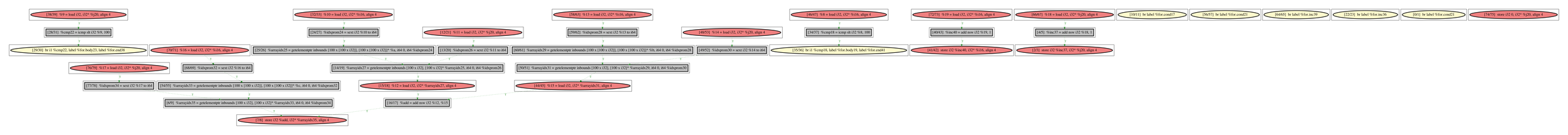
[38/59] %9 = load i32, i32* %20, align 4
[28/31] %cmp22 = icmp slt i32 %9, 100
[29/30] br i1 %cmp22, label %for.body23, label %for.end38
[39/71] %16 = load i32, i32* %16, align 4
[78/79] %17 = load i32, i32* %20, align 4
[68/69] %idxprom32 = sext i32 %16 to i64
[77/78] %idxprom34 = sext i32 %17 to i64
[34/55] %arrayidx33 = getelementptr inbounds [100 x [100 x i32]], [100 x [100 x i32]]* %c, i64 0, i64 %idxprom32
[69/9] %arrayidx35 = getelementptr inbounds [100 x i32], [100 x i32]* %arrayidx33, i64 0, i64 %idxprom34
[78] store i32 %add, i32* %arrayidx35, align 4
[32/33] %10 = load i32, i32* %16, align 4
[24/27] %idxprom24 = sext i32 %10 to i64
[25/26] %arrayidx25 = getelementptr inbounds [100 x [100 x i32]], [100 x [100 x i32]]* %a, i64 0, i64 %idxprom24
[14/19] %arrayidx27 = getelementptr inbounds [100 x i32], [100 x i32]* %arrayidx25, i64 0, i64 %idxprom26
[15/18] %12 = load i32, i32* %arrayidx27, align 4
[16/17] %add = add nsw i32 %12, %15
[122/1] %11 = load i32, i32* %20, align 4
[13/20] %idxprom26 = sext i32 %11 to i64
[49/52] %idxprom30 = sext i32 %14 to i64
[50/51] %arrayidx31 = getelementptr inbounds [100 x i32], [100 x i32]* %arrayidx29, i64 0, i64 %idxprom30
[44/45] %15 = load i32, i32* %arrayidx31, align 4
[58/83] %13 = load i32, i32* %16, align 4
[59/82] %idxprom28 = sext i32 %13 to i64
[60/61] %arrayidx29 = getelementptr inbounds [100 x i32], [100 x i32]* %b, i64 0, i64 %idxprom28
[140/53] %14 = load i32, i32* %20, align 4
[35/36] br i1 %cmp18, label %for.body19, label %for.end41
[46/47] %8 = load i32, i32* %16, align 4
[34/37] %cmp18 = icmp slt i32 %8, 100
[41/42] store i32 %inc40, i32* %16, align 4
[72/73] %19 = load i32, i32* %16, align 4
[40/43] %inc40 = add nsw i32 %19, 1
[23] store i32 %inc37, i32* %20, align 4
[66/67] %18 = load i32, i32* %20, align 4
[65] %inc37 = add nsw i32 %18, 1
[10/11] br label %for.cond17
[56/57] br label %for.cond21
[64/65] br label %for.inc39
[22/23] br label %for.inc36
[0/1] br label %for.cond21
[74/75] store i32 0, i32* %20, align 4