```
[2/5]
for.cond32:                                    ; preds = %for.inc40, %for.body31
            %20 = load i32, i32* %j, align 4, !dbg !1390
            %cmp33 = icmp ult i32 %20, 1000, !dbg !1392
            br i1 %cmp33, label %for.body34, label %for.end42, !dbg !1393
```
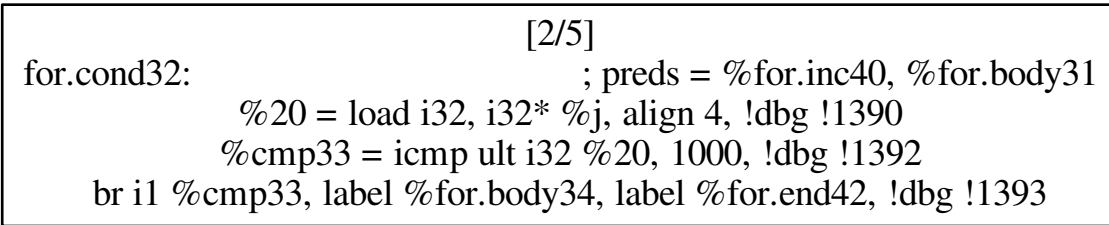
```
[3/4]
for.body34:                                    ; preds = %for.cond32
            %call35 = call i32 @rand() #3, !dbg !1394
            %rem = urem i32 %call35, 10, !dbg !1396
            %21 = load i32**, i32*** %a, align 8, !dbg !1397
            %22 = load i32, i32* %i28, align 4, !dbg !1398
            %idxprom36 = zext i32 %22 to i64, !dbg !1397
%arrayidx37 = getelementptr inbounds i32*, i32** %21, i64 %idxprom36, !dbg !1397
            %23 = load i32*, i32** %arrayidx37, align 8, !dbg !1397
            %24 = load i32, i32* %j, align 4, !dbg !1399
            %idxprom38 = zext i32 %24 to i64, !dbg !1397
%arrayidx39 = getelementptr inbounds i32, i32* %23, i64 %idxprom38, !dbg !1397
            store i32 %rem, i32* %arrayidx39, align 4, !dbg !1400
            br label %for.inc40, !dbg !1401
```

```
[0/1]
for.inc40:                                    ; preds = %for.body34
            %25 = load i32, i32* %j, align 4, !dbg !1402
            %inc41 = add i32 %25, 1, !dbg !1402
            store i32 %inc41, i32* %j, align 4, !dbg !1402
            br label %for.cond32, !dbg !1403, !llvm.loop !1404
```