```
[3/4]
for.body:                                      ; preds = %for.cond
%call2 = call i8* @_Znam(i64 4000) #10, !dbg !1314
%2 = bitcast i8* %call2 to i32*, !dbg !1314
%3 = load i32**, i32*** %a, align 8, !dbg !1316
%4 = load i32, i32* %i, align 4, !dbg !1317
%idxprom = zext i32 %4 to i64, !dbg !1316
%arrayidx = getelementptr inbounds i32*, i32** %3, i64 %idxprom, !dbg !1316
store i32* %2, i32** %arrayidx, align 8, !dbg !1318
br label %for.inc, !dbg !1319
```

```
[0/1]
for.inc:                                        ; preds = %for.body
%5 = load i32, i32* %i, align 4, !dbg !1320
%inc = add i32 %5, 1, !dbg !1320
store i32 %inc, i32* %i, align 4, !dbg !1320
br label %for.cond, !dbg !1321, !llvm.loop !1322
```

```
[2/5]
for.cond:                                       ; preds = %for.inc, %entry
%1 = load i32, i32* %i, align 4, !dbg !1310
%cmp = icmp ult i32 %1, 100, !dbg !1312
br i1 %cmp, label %for.body, label %for.end, !dbg !1313
```