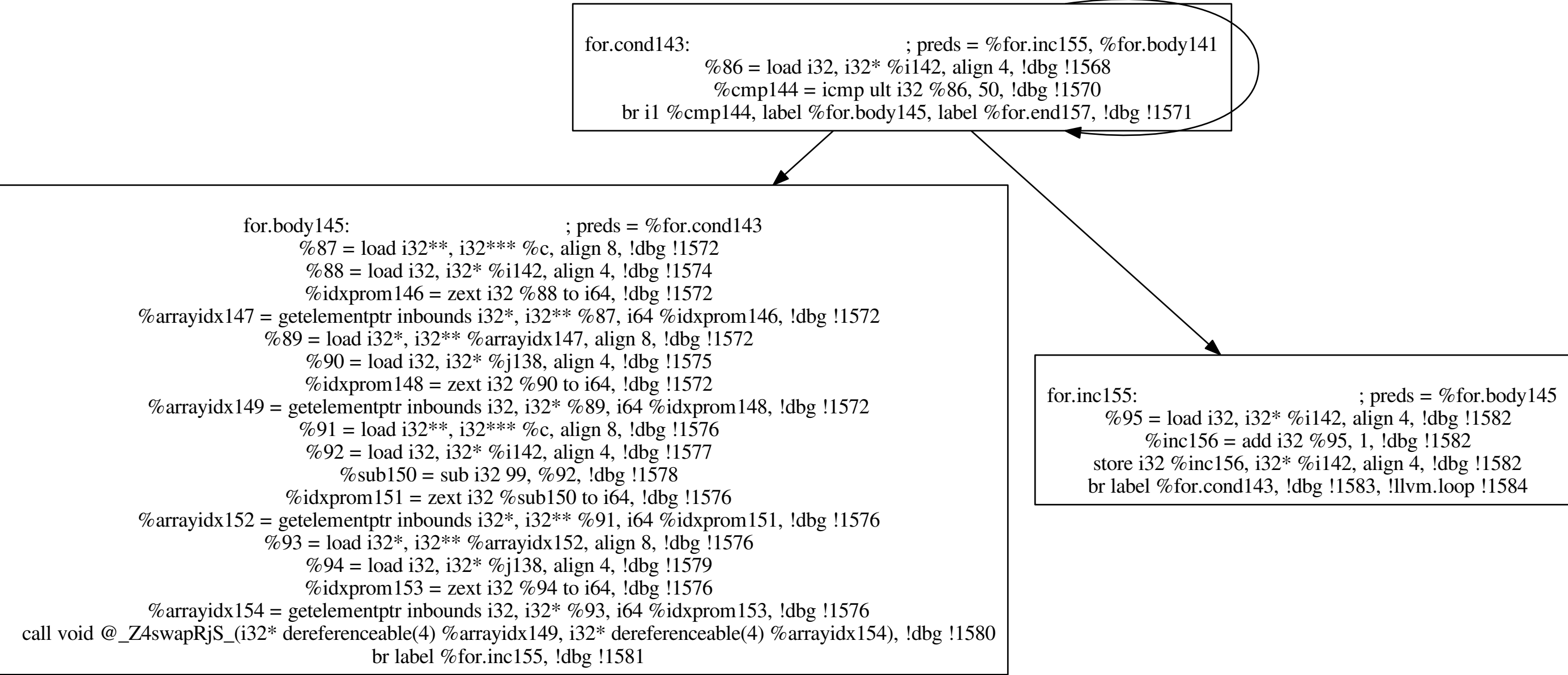


```
for.cond143:                                ; preds = %for.inc155, %for.body141
    %86 = load i32, i32* %i142, align 4, !dbg !1568
    %cmp144 = icmp ult i32 %86, 50, !dbg !1570
    br i1 %cmp144, label %for.body145, label %for.end157, !dbg !1571
```



```
for.body145:                                ; preds = %for.cond143
    %87 = load i32**, i32*** %c, align 8, !dbg !1572
    %88 = load i32, i32* %i142, align 4, !dbg !1574
    %idxprom146 = zext i32 %88 to i64, !dbg !1572
    %arrayidx147 = getelementptr inbounds i32*, i32** %87, i64 %idxprom146, !dbg !1572
    %89 = load i32*, i32** %arrayidx147, align 8, !dbg !1572
    %90 = load i32, i32* %j138, align 4, !dbg !1575
    %idxprom148 = zext i32 %90 to i64, !dbg !1572
    %arrayidx149 = getelementptr inbounds i32, i32* %89, i64 %idxprom148, !dbg !1572
    %91 = load i32**, i32*** %c, align 8, !dbg !1576
    %92 = load i32, i32* %i142, align 4, !dbg !1577
    %sub150 = sub i32 99, %92, !dbg !1578
    %idxprom151 = zext i32 %sub150 to i64, !dbg !1576
    %arrayidx152 = getelementptr inbounds i32*, i32** %91, i64 %idxprom151, !dbg !1576
    %93 = load i32*, i32** %arrayidx152, align 8, !dbg !1576
    %94 = load i32, i32* %j138, align 4, !dbg !1579
    %idxprom153 = zext i32 %94 to i64, !dbg !1576
    %arrayidx154 = getelementptr inbounds i32, i32* %93, i64 %idxprom153, !dbg !1576
    call void @_Z4swapRjS_(i32* dereferenceable(4) %arrayidx149, i32* dereferenceable(4) %arrayidx154), !dbg !1580
    br label %for.inc155, !dbg !1581
```

```
for.inc155:                                ; preds = %for.body145
    %95 = load i32, i32* %i142, align 4, !dbg !1582
    %inc156 = add i32 %95, 1, !dbg !1582
    store i32 %inc156, i32* %i142, align 4, !dbg !1582
    br label %for.cond143, !dbg !1583, !llvm.loop !1584
```