```
%1 = load i32, i32* \% j, align 4
                                                                                      %cmp2 = icmp slt i32 %1, 100
                                                                             br i1 %cmp2, label %for.body3, label %for.end
                                                               ; preds = \% for.cond1
                                        %call4 = call i32 @rand() #3
                                        %rem = srem i32 %call4, 10
                                       \%2 = \text{load i} 32, i 32* \%i, align 4
                                       \%idxprom = sext i32 \%2 to i64
 % \text{arrayidx} = \text{getelementptr inbounds} [100 \text{ x} [100 \text{ x} i32]], [100 \text{ x} [100 \text{ x} i32]] * \% a, i64 0, i64 % idxprom
                                       %3 = \text{load i} 32, i 32* \% j, align 4
                                      \%idxprom5 = sext i32 \%3 to i64
     %arrayidx6 = getelementptr inbounds [100 x i32], [100 x i32]* %arrayidx, i64 0, i64 %idxprom5
                                  store i32 %rem, i32* %arrayidx6, align 4
                                        %call7 = call i32 @rand() #3
                                        %rem8 = srem i32 %call7. 10
                                       \%4 = \text{load i}32, i32*\%i, align 4
                                      %idxprom9 = sext i32 %4 to i64
%arrayidx10 = getelementptr inbounds [100 x [100 x i32]], [100 x [100 x i32]]* %b, i64 0, i64 %idxprom9
                                       %5 = load i32, i32*\% j, align 4
                                      %idxprom 11 = sext i 32 \% 5 to i 64
  %arrayidx12 = getelementptr inbounds [100 x i32], [100 x i32]* %arrayidx10, i64 0, i64 %idxprom11
                                 store i32 %rem8, i32* %arrayidx12, align 4
                                               br label %for.inc
```

for.cond1:

[3/4]

for.body3:

[2/5]

; preds = %for.inc, %for.body

[0/1]for.inc: ; preds = % for.body3 %6 = load i 32, i 32\* % i, align 4%inc = add nsw i32 %6, 1 store i32 %inc, i32\* %j, align 4 br label %for.cond1