[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