```
\%9 = \text{load i} 32, i 32* \% j, align 4
                                             %cmp20 = icmp slt i32 %9, 100
                                   br i1 %cmp20, label %for.body21, label %for.end36
                                                                                                        [3/4]
                                                                            for.body21:
                                                                                                                  ; preds = \% for.cond19
                                                                                           \%10 = \text{load i}32, i32*\%i, align 4
                                                                                         \%idxprom22 = sext i32 \% 10 to i64
                                                     %arrayidx23 = getelementptr inbounds [100 x [100 x i32]], [100 x [100 x i32]]* %a, i64 0, i64 %idxprom22
                                                                                           %11 = load i32, i32*\% j, align 4
                                                                                         %idxprom24 = sext i32 \%11 to i64
                                                        %arrayidx25 = getelementptr inbounds [100 x i32], [100 x i32]* %arrayidx23, i64 0, i64 %idxprom24
                                                                                      %12 = load i32, i32* %arrayidx25, align 4
                                                                                           \%13 = \text{load i}32, i32*\%i, align 4
                                                                                         \%idxprom26 = sext i32 \%13 to i64
                       ; preds = \% for.body21
                                                     %arrayidx27 = getelementptr inbounds [100 x [100 x i32]], [100 x [100 x i32]]* %b, i64 0, i64 %idxprom26
\%18 = \text{load i}32, i32*\%i, align 4
                                                                                          %14 = load i32, i32*\% j, align 4
 \%inc35 = add nsw i32 \%18, 1
                                                                                         %idxprom28 = sext i32 %14 to i64
store i32 %inc35, i32* %j, align 4
                                                        %arrayidx29 = getelementptr inbounds [100 x i32], [100 x i32]* %arrayidx27, i64 0, i64 %idxprom28
      br label %for.cond19
                                                                                      %15 = load i32, i32* %arrayidx29, align 4
                                                                                           %add = add nsw i32 %12, %15
                                                                                           \%16 = \text{load i}32, i32*\%i, align 4
                                                                                         %idxprom 30 = sext i 32 \% 16 to i 64
                                                     % = \frac{100 \times [100 \times [32]]}{100 \times [100 \times [32]]}  %c, i64 0, i64 %idxprom 30
                                                                                           %17 = \text{load i} 32, i 32* \% j, align 4
                                                                                         %idxprom 32 = sext i 32 \% 17 to i 64
                                                        %arrayidx33 = getelementptr inbounds [100 x i32], [100 x i32]* %arrayidx31, i64 0, i64 %idxprom32
                                                                                      store i32 %add, i32* %arrayidx33, align 4
                                                                                                 br label %for.inc34
```

; preds = %for.inc34, %for.body18

[2/5]

for.cond19:

[0/1]

for.inc34: