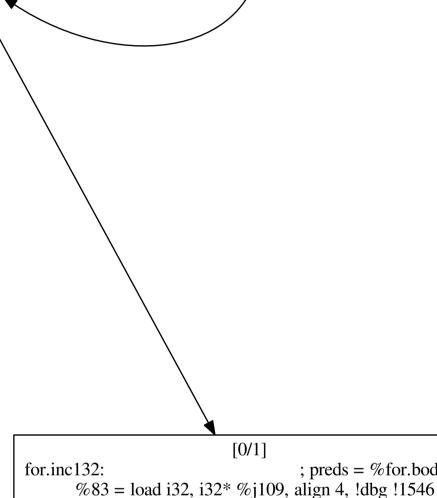
```
br i1 %cmp111, label %for.body112, label %for.end134, !dbg !1523
                                       [3/4]
            for.body112:
                                                 ; preds = \% for.cond110
                  \%64 = \text{load i}32**, i32*** \%c, align 8, !dbg !1524
                   %65 = load i32, i32* %i105, align 4, !dbg !1526
                   %idxprom113 = zext i32 %65 to i64, !dbg !1524
%arrayidx114 = getelementptr inbounds i32*, i32** %64, i64 %idxprom113, !dbg !1524
              %66 = load i32*, i32** %arrayidx114, align 8, !dbg !1524
                   %67 = load i32, i32* %j109, align 4, !dbg !1527
                   %idxprom115 = zext i32 %67 to i64, !dbg !1524
 %arrayidx116 = getelementptr inbounds i32, i32* %66, i64 %idxprom115, !dbg !1524
               %68 = load i32, i32* %arrayidx116, align 4, !dbg !1524
                    store i32 %68, i32* %tmp, align 4, !dbg !1528
                  %69 = load i32**, i32*** %c, align 8, !dbg !1529
                   %70 = load i32, i32* %i105, align 4, !dbg !1530
                   %idxprom117 = zext i32 %70 to i64, !dbg !1529
%arrayidx118 = getelementptr inbounds i32*, i32** %69, i64 %idxprom117, !dbg !1529
              %71 = load i32*, i32** %arrayidx118, align 8, !dbg !1529
                   %72 = load i32, i32* %j109, align 4, !dbg !1531
                       %sub = sub i32 3000, %72, !dbg !1532
                       %sub119 = sub i32 %sub, 1, !dbg !1533
                 %idxprom120 = zext i32 %sub119 to i64, !dbg !1529
 %arrayidx121 = getelementptr inbounds i32, i32* %71, i64 %idxprom120, !dbg !1529
               %73 = load i32, i32* %arrayidx121, align 4, !dbg !1529
                  \%74 = \text{load i}32**, i32*** \%c, align 8, !dbg !1534
                   %75 = load i32, i32* %i105, align 4, !dbg !1535
                   %idxprom122 = zext i32 %75 to i64, !dbg !1534
%arrayidx123 = getelementptr inbounds i32*, i32** %74, i64 %idxprom122, !dbg !1534
              %76 = load i32*, i32** %arrayidx123, align 8, !dbg !1534
                   %77 = load i32, i32* %i109, align 4, !dbg !1536
                   %idxprom124 = zext i32 %77 to i64, !dbg !1534
 %arrayidx125 = getelementptr inbounds i32, i32* %76, i64 %idxprom124, !dbg !1534
                store i32 %73, i32* %arrayidx125, align 4, !dbg !1537
                   %78 = load i32, i32* %tmp, align 4, !dbg !1538
                  \%79 = \text{load i}32**, i}32*** \%c, align 8, !dbg !1539
                   %80 = load i32, i32* %i105, align 4, !dbg !1540
                   %idxprom126 = zext i32 %80 to i64, !dbg !1539
%arrayidx127 = getelementptr inbounds i32*, i32** %79, i64 %idxprom126, !dbg !1539
              \%81 = \text{load i} 32^*, i 32^{**} \% \text{arrayid} x 127, align 8, !dbg !1539
                   %82 = load i32, i32* %j109, align 4, !dbg !1541
                      %sub128 = sub i32 3000, %82, !dbg !1542
                     %sub129 = sub i32 %sub128, 1, !dbg !1543
                 %idxprom130 = zext i32 %sub129 to i64, !dbg !1539
 %arrayidx131 = getelementptr inbounds i32, i32* %81, i64 %idxprom130, !dbg !1539
                store i32 %78, i32* %arrayidx131, align 4, !dbg !1544
                           br label %for.inc132, !dbg !1545
```

for.cond110:



; preds = %for.body112

%inc133 = add i32 %83, 1, !dbg !1546

store i32 %inc133, i32* %i109, align 4, !dbg !1546

br label %for.cond110, !dbg !1547, !llvm.loop !1548

; preds = %for.inc132, %for.body108

[2/5]

%63 = load i32, i32* %j109, align 4, !dbg !1520 %cmp111 = icmp ult i32 %63, 1500, !dbg !1522