

[3/4]

```
for.body18:                                ; preds = %for.cond16
    %call19 = call i8* @_Znam(i64 12000) #10, !dbg !1358
    %14 = bitcast i8* %call19 to i32*, !dbg !1358
    %15 = load i32**, i32*** %c, align 8, !dbg !1360
    %16 = load i32, i32* %i15, align 4, !dbg !1361
    %idxprom20 = zext i32 %16 to i64, !dbg !1360
    %arrayidx21 = getelementptr inbounds i32*, i32** %15, i64 %idxprom20, !dbg !1360
    store i32* %14, i32** %arrayidx21, align 8, !dbg !1362
    br label %for.inc22, !dbg !1363
```

[0/1]

```
for.inc22:                                ; preds = %for.body18
    %17 = load i32, i32* %i15, align 4, !dbg !1364
    %inc23 = add i32 %17, 1, !dbg !1364
    store i32 %inc23, i32* %i15, align 4, !dbg !1364
    br label %for.cond16, !dbg !1365, !llvm.loop !1366
```

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```
for.cond16:                                ; preds = %for.inc22, %for.end13
    %13 = load i32, i32* %i15, align 4, !dbg !1354
    %cmp17 = icmp ult i32 %13, 100, !dbg !1356
    br i1 %cmp17, label %for.body18, label %for.end24, !dbg !1357
```