

```
for.cond:                                ; preds = %for.inc, %entry
    %1 = load i32, i32* %i, align 4, !dbg !1310
    %cmp = icmp ult i32 %1, 100, !dbg !1312
    br i1 %cmp, label %for.body, label %for.end, !dbg !1313
```

```
graph TD
    for_cond[for.cond] --> for_body[for.body]
    for_cond --> for_end[for.end]
    for_body --> for_inc[for.inc]
    for_inc --> for_cond
```

```
for.body:                                ; preds = %for.cond
    %call2 = call i8* @_Znam(i64 4000) #10, !dbg !1314
    %2 = bitcast i8* %call2 to i32*, !dbg !1314
    %3 = load i32**, i32*** %a, align 8, !dbg !1316
    %4 = load i32, i32* %i, align 4, !dbg !1317
    %idxprom = zext i32 %4 to i64, !dbg !1316
    %arrayidx = getelementptr inbounds i32*, i32** %3, i64 %idxprom, !dbg !1316
    store i32* %2, i32** %arrayidx, align 8, !dbg !1318
    br label %for.inc, !dbg !1319
```

```
for.inc:                                ; preds = %for.body
    %5 = load i32, i32* %i, align 4, !dbg !1320
    %inc = add i32 %5, 1, !dbg !1320
    store i32 %inc, i32* %i, align 4, !dbg !1320
    br label %for.cond, !dbg !1321, !llvm.loop !1322
```