```
for.body73: ; preds = %for.cond71
call void @llvm.dbg.declare(metadata i32* %k, metadata !1462, metadata !DIExpression()), !dbg !1465
store i32 0, i32* %k, align 4, !dbg !1465
br label %for.cond74, !dbg !1466
```

```
[0/1]
for.inc96: ; preds = %for.end91
%58 = load i32, i32* %j70, align 4, !dbg !1493
%inc97 = add i32 %58, 1, !dbg !1493
store i32 %inc97, i32* %j70, align 4, !dbg !1493
br label %for.cond71, !dbg !1494, !llvm.loop !1495
```

```
[2/3]
            for.end91:
                                              ; preds = \% for.cond74
                 %53 = load i32**, i32*** %c, align 8, !dbg !1488
                  %54 = load i32, i32* %i66, align 4, !dbg !1489
                  %idxprom92 = zext i32 %54 to i64, !dbg !1488
%arrayidx93 = getelementptr inbounds i32*, i32** %53, i64 %idxprom92, !dbg !1488
             %55 = load i32*, i32** %arrayidx93, align 8, !dbg !1488
                  %56 = load i32, i32* %j70, align 4, !dbg !1490
                  %idxprom94 = zext i32 %56 to i64, !dbg !1488
 %arrayidx95 = getelementptr inbounds i32, i32* %55, i64 %idxprom94, !dbg !1488
               %57 = load i32, i32* %arrayidx95, align 4, !dbg !1491
                        %add = add i32 %57, 1, !dbg !1491
               store i32 %add, i32* %arrayidx95, align 4, !dbg !1491
                         br label %for.inc96, !dbg !1492
```