```
\%9 = \text{load i} 32, i 32* \% i 20, align 4
                                               %cmp22 = icmp slt i32 %9, 100
                                     br i1 %cmp22, label %for.body23, label %for.end38
                                                                                                          [3/4]
                                                                              for.body23:
                                                                                                                    ; preds = \% for.cond21
                                                                                           %10 = load i32, i32* %i16, align 4
                                                                                           %idxprom24 = sext i32 %10 to i64
                                                      %arrayidx25 = getelementptr inbounds [100 x [100 x i32]], [100 x [100 x i32]]* %a, i64 0, i64 %idxprom24
                                                                                           %11 = load i32, i32* \% i20, align 4
                                                                                           \%idxprom26 = sext i32 \%11 to i64
                                                         %arrayidx27 = getelementptr inbounds [100 x i32], [100 x i32]* %arrayidx25, i64 0, i64 %idxprom26
                                                                                       %12 = load i32, i32* %arrayidx27, align 4
                                                                                           %13 = load i32, i32* %i16, align 4
                                                                                           %idxprom28 = sext i32 %13 to i64
                        ; preds = \% for.body23
                                                      %arravidx29 = getelementptr inbounds [100 x [100 x i32]], [100 x [100 x i32]]* %b, i64 0, i64 %idxprom28
%18 = \text{load i}32, i32* \% i 20, align 4
                                                                                           %14 = \text{load i}32, i32* \% i20, align 4
   \%inc37 = add nsw i32 \%18, 1
                                                                                           %idxprom30 = sext i32 %14 to i64
store i32 %inc37, i32* %j20, align 4
                                                         %arrayidx31 = getelementptr inbounds [100 x i32], [100 x i32]* %arrayidx29, i64 0, i64 %idxprom30
       br label %for.cond21
                                                                                       %15 = load i32, i32* %arrayidx31, align 4
                                                                                             %add = add nsw i32 %12, %15
                                                                                           %16 = load i32, i32* %i16, align 4
                                                                                           \%idxprom32 = sext i32 \% 16 to i64
                                                      % = \text{getelementptr inbounds} [100 \times [100 \times i32]], [100 \times [100 \times i32]] * \%c, i64 0, i64 \% idxprom 32
                                                                                           %17 = \text{load i}32, i32* \% i20, align 4
                                                                                           %idxprom34 = sext i32 \%17 to i64
                                                         %arrayidx35 = getelementptr inbounds [100 x i32], [100 x i32]* %arrayidx33, i64 0, i64 %idxprom34
                                                                                        store i32 %add, i32* %arrayidx35, align 4
```

br label %for.inc36

; preds = %for.inc36, %for.body19

[2/5]

for.cond21:

[0/1]

for.inc36: