```
%1 = load i32, i32* \%j, align 4
                                            %cmp2 = icmp slt i32 %1, 100
                                    br i1 %cmp2, label %for.body3, label %for.end
                                                                                                     [3/4]
                                                                          for.body3:
                                                                                                               ; preds = \% for.cond1
                                                                                          %call4 = call i32 @rand() #3
                                                                                          %rem = srem i32 %call4, 10
                                                                                        %2 = load i32, i32* \%i, align 4
                                                                                        %idxprom = sext i32 %2 to i64
                                                     % arrayidx = getelementptr inbounds [100 x [100 x i32]], [100 x [100 x i32]] * % a, i64 0, i64 % idxprom
                                                                                        \%3 = \text{load i} 32, i 32* \% j, align 4
                                                                                        \%idxprom5 = sext i32 \%3 to i64
                      ; preds = \% for.body3
                                                        %arrayidx6 = getelementptr inbounds [100 x i32], [100 x i32]* %arrayidx, i64 0, i64 %idxprom5
\%6 = \text{load i}32, i32*\%i, align 4
                                                                                   store i32 %rem, i32* %arrayidx6, align 4
  %inc = add nsw i32 %6, 1
                                                                                          %call7 = call i32 @rand() #3
store i32 %inc, i32* %j, align 4
                                                                                         %rem8 = srem i32 %call7. 10
     br label %for.cond1
                                                                                        %4 = load i32, i32* \%i, align 4
                                                                                        %idxprom9 = sext i32 %4 to i64
                                                   %arrayidx10 = getelementptr inbounds [100 x [100 x i32]], [100 x [100 x i32]]* %b, i64 0, i64 %idxprom9
                                                                                        %5 = load i32, i32* %j, align 4
                                                                                       \%idxprom 11 = sext i 32 \% 5 to i 64
                                                     %arrayidx12 = getelementptr inbounds [100 x i32], [100 x i32]* %arrayidx10, i64 0, i64 %idxprom11
                                                                                  store i32 %rem8, i32* %arrayidx12, align 4
                                                                                               br label %for.inc
```

; preds = %for.inc, %for.body

[2/5]

for.cond1:

[0/1]

for.inc: