

[28/29] %idxprom = sext i32 %i.0 to i64, !dbg !989

[20/21] br label %for.cond4, !dbg !993, !llvm.loop !994

[14/15] br label %for.inc, !dbg !991

[22/23] %arrayidx = getelementptr inbounds [100 x [10 x [5 x i32]]], [100 x [10 x [5 x i32]]]* %a, i64 0, i64 %idxprom, !dbg !989

[18/19] %idxprom8 = sext i32 %j.0 to i64, !dbg !989

[4/13] %inc = add nsw i32 %k.0, 1, !dbg !992

[16/17] %arrayidx9 = getelementptr inbounds [10 x [5 x i32]], [10 x [5 x i32]]* %arrayidx, i64 0, i64 %idxprom8, !dbg !989

[6/7] %idxprom10 = sext i32 %k.0 to i64, !dbg !989

[8/11] %cmp5 = icmp slt i32 %k.0, 5, !dbg !984

[24/27] %call7 = call i32 @rand() #3, !dbg !986

[2/3] %arrayidx11 = getelementptr inbounds [5 x i32], [5 x i32]* %arrayidx9, i64 0, i64 %idxprom10, !dbg !989

[9/10] br i1 %cmp5, label %for.body6, label %for.end, !dbg !985

[25/26] %rem = srem i32 %call7, 10, !dbg !988

[0/1] store i32 %rem, i32* %arrayidx11, align 4, !dbg !990