

[2/5]  
for.cond143: ; preds = %for.inc155, %for.body141  
%86 = load i32, i32\* %i142, align 4, !dbg !1568  
%cmp144 = icmp ult i32 %86, 50, !dbg !1570  
br i1 %cmp144, label %for.body145, label %for.end157, !dbg !1571

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for.body145: ; preds = %for.cond143  
%87 = load i32\*\*, i32\*\*\* %c, align 8, !dbg !1572  
%88 = load i32, i32\* %i142, align 4, !dbg !1574  
%idxprom146 = zext i32 %88 to i64, !dbg !1572  
%arrayidx147 = getelementptr inbounds i32\*, i32\*\* %87, i64 %idxprom146, !dbg !1572  
%89 = load i32\*, i32\*\* %arrayidx147, align 8, !dbg !1572  
%90 = load i32, i32\* %j138, align 4, !dbg !1575  
%idxprom148 = zext i32 %90 to i64, !dbg !1572  
%arrayidx149 = getelementptr inbounds i32, i32\* %89, i64 %idxprom148, !dbg !1572  
%91 = load i32\*\*, i32\*\*\* %c, align 8, !dbg !1576  
%92 = load i32, i32\* %i142, align 4, !dbg !1577  
%sub150 = sub i32 99, %92, !dbg !1578  
%idxprom151 = zext i32 %sub150 to i64, !dbg !1576  
%arrayidx152 = getelementptr inbounds i32\*, i32\*\* %91, i64 %idxprom151, !dbg !1576  
%93 = load i32\*, i32\*\* %arrayidx152, align 8, !dbg !1576  
%94 = load i32, i32\* %j138, align 4, !dbg !1579  
%idxprom153 = zext i32 %94 to i64, !dbg !1576  
%arrayidx154 = getelementptr inbounds i32, i32\* %93, i64 %idxprom153, !dbg !1576  
call void @\_Z4swapRjS\_(i32\* dereferenceable(4) %arrayidx149, i32\* dereferenceable(4) %arrayidx154), !dbg !1580  
br label %for.inc155, !dbg !1581

[0/1]  
for.inc155: ; preds = %for.body145  
%95 = load i32, i32\* %i142, align 4, !dbg !1582  
%inc156 = add i32 %95, 1, !dbg !1582  
store i32 %inc156, i32\* %i142, align 4, !dbg !1582  
br label %for.cond143, !dbg !1583, !llvm.loop !1584