[2/5]

for.cond16:   ; preds = %for.inc22, %for.end13
%13 = load i32, i32* %i15, align 4, !dbg !1354
%cmp17 = icmp ult i32 %13, 100, !dbg !1356
br i1 %cmp17, label %for.body18, label %for.end24, !dbg !1357

[3/4]

for.body18:   ; preds = %for.cond16
%call19 = call i8* @_Znam(i64 12000) #10, !dbg !1358
%14 = bitcast i8* %call19 to i32*, !dbg !1358
%15 = load i32**, i32*** %c, align 8, !dbg !1360
%16 = load i32, i32* %i15, align 4, !dbg !1361
%idxprom20 = zext i32 %16 to i64, !dbg !1360
%arrayidx21 = getelementptr inbounds i32*, i32** %15, i64 %idxprom20, !dbg !1360
store i32* %14, i32** %arrayidx21, align 8, !dbg !1362
br label %for.inc22, !dbg !1363

[0/1]

for.inc22:   ; preds = %for.body18
%17 = load i32, i32* %i15, align 4, !dbg !1364
%inc23 = add i32 %17, 1, !dbg !1364
store i32 %inc23, i32* %i15, align 4, !dbg !1364
br label %for.cond16, !dbg !1365, !llvm.loop !1366