```
for.body9:
                                                                        ; preds = \% for.cond7
                                              %call10 = call i32 @rand() #3, !dbg !997
                                              %rem = srem i32 %call10, 10, !dbg !999
                                            %4 = load i32, i32* %i, align 4, !dbg !1000
                                            %idxprom = sext i32 %4 to i64, !dbg !1001
\% arrayidx = getelementptr inbounds [100 x [10 x [10 x [5 x i32]]]], [100 x [10 x [10 x [5 x i32]]]]* \%a, i64 0, i64 \%idxprom, !dbg !1001
                                            %5 = load i32, i32* %j, align 4, !dbg !1002
                                                                                                                                             %8 = load i32, i32* %m, align 4, !dbg !1007
                                            %idxprom11 = sext i32 %5 to i64, !dbg !1001
                                                                                                                                               %inc = add nsw i32 %8, 1, !dbg !1007
  %arrayidx12 = getelementptr inbounds [10 x [10 x [5 x i32]]], [10 x [10 x [5 x i32]]]* %arrayidx, i64 0, i64 %idxprom11, !dbg !1001
                                                                                                                                            store i32 %inc, i32* %m, align 4, !dbg !1007
                                             %6 = load i32, i32* %k, align 4, !dbg !1003
                                                                                                                                          br label %for.cond7, !dbg !1008, !llvm.loop !1009
                                            %idxprom13 = sext i32 %6 to i64, !dbg !1001
       %arrayidx14 = getelementptr inbounds [10 x [5 x i32]], [10 x [5 x i32]]* %arrayidx12, i64 0, i64 %idxprom13, !dbg !1001
                                            %7 = load i32, i32* %m, align 4, !dbg !1004
                                           %idxprom15 = sext i32 %7 to i64, !dbg !1001
              %arrayidx16 = getelementptr inbounds [5 x i32], [5 x i32]* %arrayidx14, i64 0, i64 %idxprom15, !dbg !1001
                                      store i32 %rem, i32* %arrayidx16, align 4, !dbg !1005
                                                    br label %for.inc, !dbg !1006
```

```
[11/12]

or.inc17: ; preds = %for.end
%9 = load i32, i32* %k, align 4, !dbg !1012
%inc 18 = add nsw i32 %9, 1, !dbg !1012
%tore i32 %inc18, i32* %k, align 4, !dbg !1012
br label %for.cond4, !dbg !1013, !llvm.loop !1014

[4/13]

for.cond4: ; preds = %for.inc17, %for.body3
%cmp5 = icmp slt i32 %2, 10, !dbg !986
br i1 %cmp5, label %for.body6, label %for.end19, !dbg !987

[4/13]

for.cond4: ; preds = %for.cond4
for.body6: ; preds = %for.cond4
%cmp5 = icmp slt i32 %2, 10, !dbg !986
br i1 %cmp5, label %for.body6, label %for.end19, !dbg !987

[5/10]

for.end: [9/10]
%call void @llvm.dbg.declare(metadata i32* %m, metadata !DIExpression()), !dbg !991
br label %for.cond7, !dbg !992

[6/10]
%cmp5 = icmp slt i32 %2, 10, !dbg !986
br label %for.body6, label %for.end19, !dbg !987

[7/10]
%cmp5 = icmp slt i32 %2, 10, !dbg !986
br label %for.body6, label %for.end19, !dbg !987
```

; preds = %for.cond7