

[2/5]  
for.cond51: ; preds = %for.inc60, %for.body49  
    %28 = load i32, i32\* %j50, align 4, !dbg !1424  
    %cmp52 = icmp ult i32 %28, 3000, !dbg !1426  
    br i1 %cmp52, label %for.body53, label %for.end62, !dbg !1427

[0/1]  
for.inc60: ; preds = %for.body53  
    %33 = load i32, i32\* %j50, align 4, !dbg !1436  
    %inc61 = add i32 %33, 1, !dbg !1436  
    store i32 %inc61, i32\* %j50, align 4, !dbg !1436  
    br label %for.cond51, !dbg !1437, !llvm.loop !1438

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for.body53: ; preds = %for.cond51  
    %call54 = call i32 @rand() #3, !dbg !1428  
    %rem55 = urem i32 %call54, 10, !dbg !1430  
    %29 = load i32\*\*, i32\*\*\* %b, align 8, !dbg !1431  
    %30 = load i32, i32\* %i46, align 4, !dbg !1432  
    %idxprom56 = zext i32 %30 to i64, !dbg !1431  
    %arrayidx57 = getelementptr inbounds i32\*, i32\*\* %29, i64 %idxprom56, !dbg !1431  
    %31 = load i32\*, i32\*\* %arrayidx57, align 8, !dbg !1431  
    %32 = load i32, i32\* %j50, align 4, !dbg !1433  
    %idxprom58 = zext i32 %32 to i64, !dbg !1431  
    %arrayidx59 = getelementptr inbounds i32, i32\* %31, i64 %idxprom58, !dbg !1431  
    store i32 %rem55, i32\* %arrayidx59, align 4, !dbg !1434  
    br label %for.inc60, !dbg !1435