```
[3/4]
                                            for.body21:
                                                                                   ; preds = \% for.cond19
                          % arraydecay = getelementptr inbounds [100 x [100 x i32]], [100 x [100 x i32]] * % a, i32 0, i32 0
                         %arraydecay22 = getelementptr inbounds [100 x [100 x i32]], [100 x [100 x i32]]* %b, i32 0, i32 0
                                                           %10 = \text{load i} 32, \text{i} 32*\% \text{i, align 4}
                                                           %11 = \text{load i} 32, \text{i} 32*\% \text{j, align 4}
%call23 = call i32 @_Z27matrix_get_mult_element_axbPA100_iS0_ii([100 x i32]* %arraydecay, [100 x i32]* %arraydecay22, i32 %10, i32 %11)
                                                           %12 = \text{load i} 32, i 32*\% i, align 4
                                                          %idxprom24 = sext i32 %12 to i64
                    %arrayidx25 = getelementptr inbounds [100 x [100 x i32]], [100 x [100 x i32]]* %c, i64 0, i64 %idxprom24
                                                           %13 = \text{load i} 32, i 32* \% j, align 4
                                                          %idxprom26 = sext i32 %13 to i64
                       %arrayidx27 = getelementptr inbounds [100 x i32], [100 x i32]* %arrayidx25, i64 0, i64 %idxprom26
                                                     store i32 %call23, i32* %arrayidx27, align 4
                                                                  br label %for.inc28
```

[0/1]
for.inc28:
; preds = %for.body21
%14 = load i32, i32* %j, align 4
%inc29 = add nsw i32 %14, 1
store i32 %inc29, i32* %j, align 4
br label %for.cond19