```
[2/5]
for.cond7:                                        ; preds = %for.inc, %for.body6
                %3 = load i32, i32* %m, align 4, !dbg !993
                %cmp8 = icmp slt i32 %3, 5, !dbg !995
                br i1 %cmp8, label %for.body9, label %for.end, !dbg !996
```

```
[3/4]
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
                %idxprom11 = sext i32 %5 to i64, !dbg !1001
        %arrayidx12 = getelementptr inbounds [10 x [10 x [5 x i32]]], [10 x [10 x [5 x i32]]]* %arrayidx, i64 0, i64 %idxprom11, !dbg !1001
                %6 = load i32, i32* %k, align 4, !dbg !1003
                %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
```

```
[0/1]
for.inc:                                          ; preds = %for.body9
                %8 = load i32, i32* %m, align 4, !dbg !1007
                %inc = add nsw i32 %8, 1, !dbg !1007
                store i32 %inc, i32* %m, align 4, !dbg !1007
                br label %for.cond7, !dbg !1008, !llvm.loop !1009
```