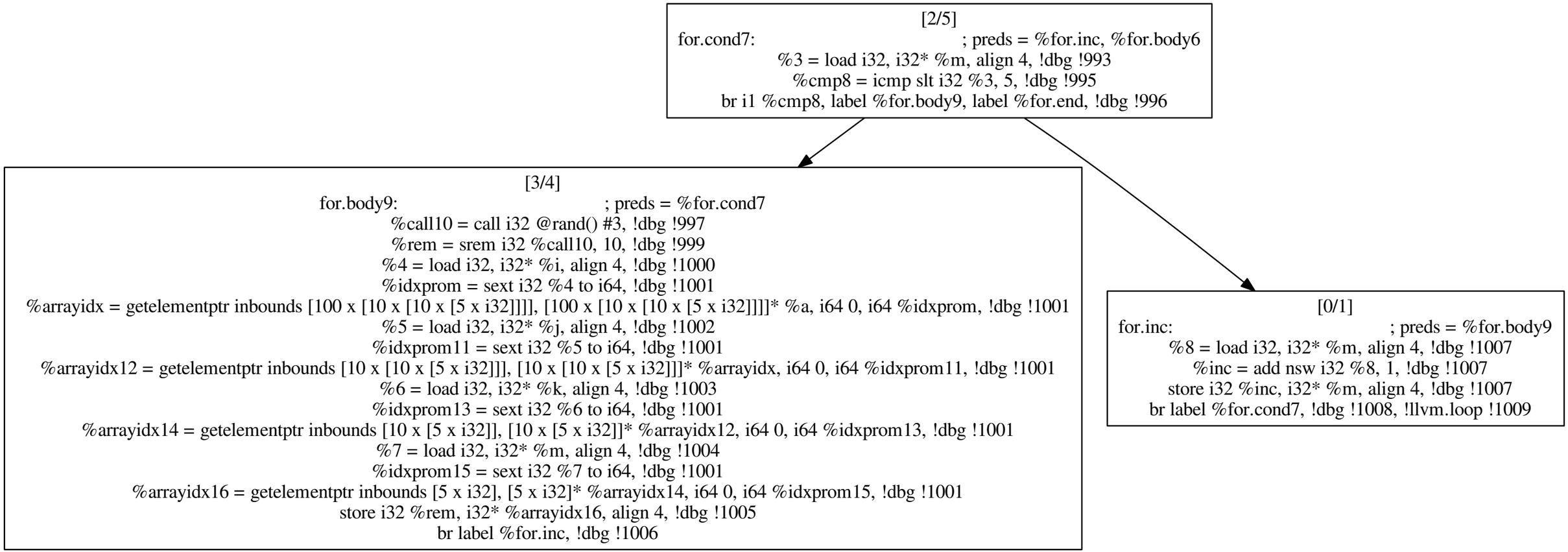
[2/5]
for.cond7: ; preds = %for.inc, %for.body6
%3 = load i32, i32* %m, align 4, !dbg !993
%cmp8 = icmp slt i32 %3, 5, !dbg !995
br i1 %cmp8, label %for.body9, label %for.end, !dbg !996
[3/4]
for.body9: ; preds = %for.cond7
%call10 = call i32 @rand() #3, !dbg !997
%rem = srem i32 %call10, 10, !dbg !999
%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