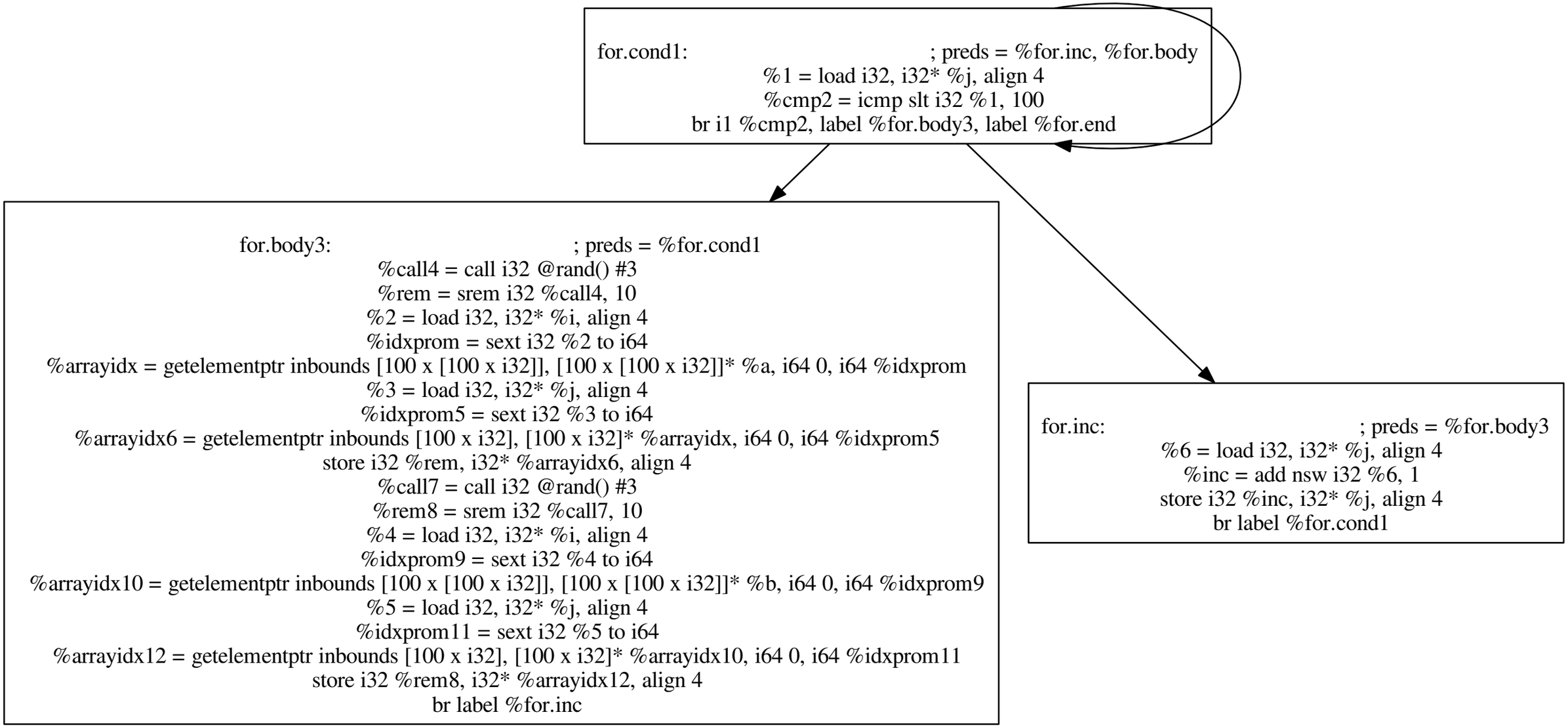
for.cond1: ; preds = %for.inc, %for.body
%1 = load i32, i32* %j, align 4
%cmp2 = icmp slt i32 %1, 100
br i1 %cmp2, label %for.body3, label %for.end
for.body3: ; preds = %for.cond1
%call4 = call i32 @rand() #3
%rem = srem i32 %call4, 10
%2 = load i32, i32* %i, align 4
%idxprom = sext i32 %2 to i64
%arrayidx = getelementptr inbounds [100 x [100 x i32]], [100 x [100 x i32]]* %a, i64 0, i64 %idxprom
%3 = load i32, i32* %j, align 4
%idxprom5 = sext i32 %3 to i64
%arrayidx6 = getelementptr inbounds [100 x i32], [100 x i32]* %arrayidx, i64 0, i64 %idxprom5
store i32 %rem, i32* %arrayidx6, align 4
%call7 = call i32 @rand() #3
%rem8 = srem i32 %call7, 10
%4 = load i32, i32* %i, align 4
%idxprom9 = sext i32 %4 to i64
%arrayidx10 = getelementptr inbounds [100 x [100 x i32]], [100 x [100 x i32]]* %b, i64 0, i64 %idxprom9
%5 = load i32, i32* %j, align 4
%idxprom11 = sext i32 %5 to i64
%arrayidx12 = getelementptr inbounds [100 x i32], [100 x i32]* %arrayidx10, i64 0, i64 %idxprom11
store i32 %rem8, i32* %arrayidx12, align 4
br label %for.inc
for.inc: ; preds = %for.body3
%6 = load i32, i32* %j, align 4
%inc = add nsw i32 %6, 1
store i32 %inc, i32* %j, align 4
br label %for.cond1