[0/1]
for.inc96: ; preds = %for.end91
%58 = load i32, i32\* %j70, align 4, !dbg !1493
%inc97 = add i32 %58, 1, !dbg !1493
store i32 %inc97, i32\* %j70, align 4, !dbg !1493
br label %for.cond71, !dbg !1494, !llvm.loop !1495

for.body73: ; preds = %for.cond71
call void @llvm.dbg.declare(metadata i32\* %k, metadata !1462, metadata !DIExpression()), !dbg !1465
store i32 0, i32\* %k, align 4, !dbg !1465
br label %for.cond74, !dbg !1466

```
for.end91: ; preds = %for.cond74

%53 = load i32**, i32*** %c, align 8, !dbg !1488

%54 = load i32, i32* %i66, align 4, !dbg !1489
%idxprom92 = zext i32 %54 to i64, !dbg !1488

%arrayidx93 = getelementptr inbounds i32*, i32** %53, i64 %idxprom92, !dbg !1488

%55 = load i32*, i32** %arrayidx93, align 8, !dbg !1488

%56 = load i32, i32* %j70, align 4, !dbg !1490
%idxprom94 = zext i32 %56 to i64, !dbg !1488

%arrayidx95 = getelementptr inbounds i32, i32* %55, i64 %idxprom94, !dbg !1488

%57 = load i32, i32* %arrayidx95, align 4, !dbg !1491
%add = add i32 %57, 1, !dbg !1491
store i32 %add, i32* %arrayidx95, align 4, !dbg !1491
br label %for.inc96, !dbg !1492
```