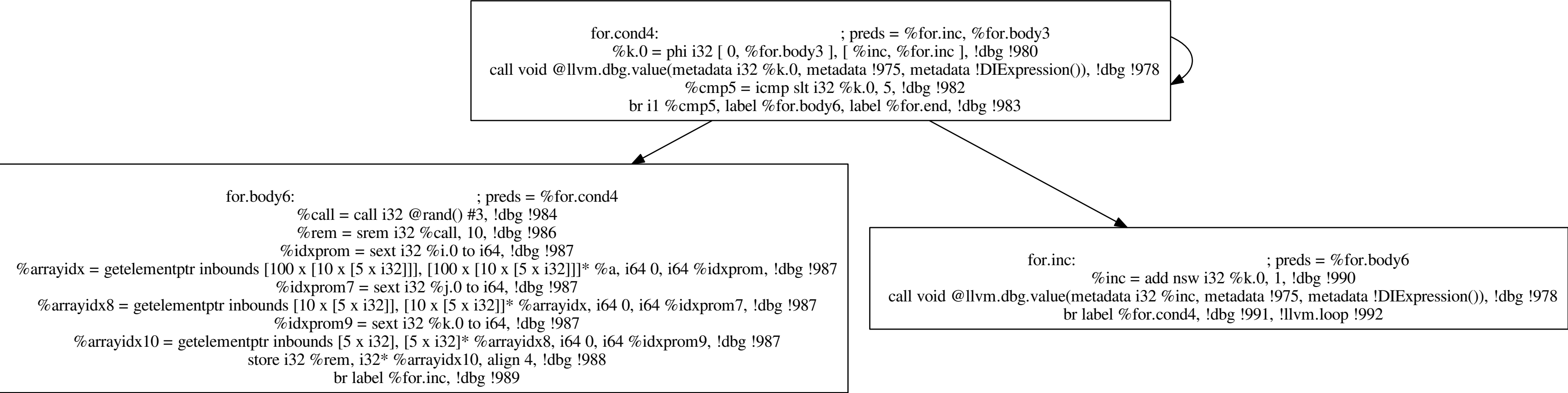


```
for.cond4:                                ; preds = %for.inc, %for.body3
    %k.0 = phi i32 [ 0, %for.body3 ], [ %inc, %for.inc ], !dbg !980
    call void @llvm.dbg.value(metadata i32 %k.0, metadata !975, metadata !DIExpression()), !dbg !978
    %cmp5 = icmp slt i32 %k.0, 5, !dbg !982
    br i1 %cmp5, label %for.body6, label %for.end, !dbg !983
```



```
for.body6:                                ; preds = %for.cond4
    %call = call i32 @rand() #3, !dbg !984
    %rem = srem i32 %call, 10, !dbg !986
    %idxprom = sext i32 %i.0 to i64, !dbg !987
    %arrayidx = getelementptr inbounds [100 x [10 x [5 x i32]]], [100 x [10 x [5 x i32]]]* %a, i64 0, i64 %idxprom, !dbg !987
    %idxprom7 = sext i32 %j.0 to i64, !dbg !987
    %arrayidx8 = getelementptr inbounds [10 x [5 x i32]], [10 x [5 x i32]]* %arrayidx, i64 0, i64 %idxprom7, !dbg !987
    %idxprom9 = sext i32 %k.0 to i64, !dbg !987
    %arrayidx10 = getelementptr inbounds [5 x i32], [5 x i32]* %arrayidx8, i64 0, i64 %idxprom9, !dbg !987
    store i32 %rem, i32* %arrayidx10, align 4, !dbg !988
    br label %for.inc, !dbg !989
```

```
for.inc:                                  ; preds = %for.body6
    %inc = add nsw i32 %k.0, 1, !dbg !990
    call void @llvm.dbg.value(metadata i32 %inc, metadata !975, metadata !DIExpression()), !dbg !978
    br label %for.cond4, !dbg !991, !llvm.loop !992
```