```
[2/5]
for.cond51:                                    ; preds = %for.inc60, %for.body49
              %28 = load i32, i32* %j50, align 4, !dbg !1424
              %cmp52 = icmp ult i32 %28, 3000, !dbg !1426
       br i1 %cmp52, label %for.body53, label %for.end62, !dbg !1427
```

```
[3/4]
for.body53:                                    ; preds = %for.cond51
                 %call54 = call i32 @rand() #3, !dbg !1428
                 %rem55 = urem i32 %call54, 10, !dbg !1430
              %29 = load i32**, i32*** %b, align 8, !dbg !1431
               %30 = load i32, i32* %i46, align 4, !dbg !1432
               %idxprom56 = zext i32 %30 to i64, !dbg !1431
    %arrayidx57 = getelementptr inbounds i32*, i32** %29, i64 %idxprom56, !dbg !1431
             %31 = load i32*, i32** %arrayidx57, align 8, !dbg !1431
              %32 = load i32, i32* %j50, align 4, !dbg !1433
               %idxprom58 = zext i32 %32 to i64, !dbg !1431
    %arrayidx59 = getelementptr inbounds i32, i32* %31, i64 %idxprom58, !dbg !1431
           store i32 %rem55, i32* %arrayidx59, align 4, !dbg !1434
                  br label %for.inc60, !dbg !1435
```

```
[0/1]
for.inc60:                                    ; preds = %for.body53
         %33 = load i32, i32* %j50, align 4, !dbg !1436
             %inc61 = add i32 %33, 1, !dbg !1436
         store i32 %inc61, i32* %j50, align 4, !dbg !1436
       br label %for.cond51, !dbg !1437, !llvm.loop !1438
```