[2/5] for.cond19: ; preds = %for.inc34, %for.body18 %9 = load i32, i32* %j, align 4 %cmp20 = icmp slt i32 %9, 100 br i1 %cmp20, label %for.body21, label %for.end36

```
[3/4]
```

for.body21: ; preds = %for.cond19 %10 = load i 32, i 32*% i, align 4%idxprom22 = sext i32 %10 to i64 %arrayidx23 = getelementptr inbounds [100 x [100 x i32]], [100 x [100 x i32]]* %a, i64 0, i64 %idxprom22 %11 = load i32, i32* %j, align 4 % idxprom 24 = sext i 32 % 11 to i 64%arrayidx25 = getelementptr inbounds [100 x i32], [100 x i32]* %arrayidx23, i64 0, i64 %idxprom24 %12 = load i32, i32* %arrayidx25, align 4 %13 = load i 32, i 32*% i, align 4%idxprom26 = sext i32 %13 to i64

%arrayidx27 = getelementptr inbounds [100 x [100 x i32]], [100 x [100 x i32]]* %b, i64 0, i64 %idxprom26

%14 = load i 32, i 32* % j, align 4

%idxprom28 = sext i32 %14 to i64

%arrayidx29 = getelementptr inbounds [100 x i32], [100 x i32]* %arrayidx27, i64 0, i64 %idxprom28

%15 = load i32, i32* %arrayidx29, align 4

%add = add nsw i32 %12, %15

%16 = load i 32, i 32*% i, align 4

%idxprom30 = sext i32 %16 to i64

%arrayidx31 = getelementptr inbounds [100 x [100 x i32]], [100 x [100 x i32]]* %c, i64 0, i64 %idxprom30

%17 = load i 32, i 32* % j, align 4

%idxprom32 = sext i32 %17 to i64

%arrayidx33 = getelementptr inbounds [100 x i32], [100 x i32]* %arrayidx31, i64 0, i64 %idxprom32

store i32 %add, i32* %arrayidx33, align 4

br label %for.inc34

[0/1]

for.inc34: ; preds = % for.body21%18 = load i 32, i 32* % j, align 4%inc35 = add nsw i32 %18, 1 store i32 %inc35, i32* %j, align 4 br label %for.cond19