## [2/5] for.cond143: ; preds = %for.inc155, %for.body141 %86 = load i32, i32\* %i142, align 4, !dbg !1568 %cmp144 = icmp ult i32 %86, 50, !dbg !1570 br i1 %cmp144, label %for.body145, label %for.end157, !dbg !1571

```
[3/4]
                         for.body145:
                                                              ; preds = \% for.cond143
                                %87 = load i32**, i32*** %c, align 8, !dbg !1572
                                %88 = load i32, i32* %i142, align 4, !dbg !1574
                                %idxprom146 = zext i32 %88 to i64, !dbg !1572
             %arrayidx147 = getelementptr inbounds i32*, i32** %87, i64 %idxprom146, !dbg !1572
                           \%89 = \text{load i}32^*, i32^{**} \% \text{arrayidx} 147, align 8, !dbg !1572
                                %90 = load i32, i32* %j138, align 4, !dbg !1575
                                %idxprom148 = zext i32 %90 to i64, !dbg !1572
              %arrayidx149 = getelementptr inbounds i32, i32* %89, i64 %idxprom148, !dbg !1572
                                %91 = load i32**, i32*** %c, align 8, !dbg !1576
                                %92 = load i32, i32* %i142, align 4, !dbg !1577
                                    %sub150 = sub i32 99, %92, !dbg !1578
                              %idxprom151 = zext i32 %sub150 to i64, !dbg !1576
             %arrayidx152 = getelementptr inbounds i32*, i32** %91, i64 %idxprom151, !dbg !1576
                            %93 = load i32*, i32** %arrayidx152, align 8, !dbg !1576
                                %94 = load i32, i32* %j138, align 4, !dbg !1579
                                %idxprom153 = zext i32 %94 to i64, !dbg !1576
              %arrayidx154 = getelementptr inbounds i32, i32* %93, i64 %idxprom153, !dbg !1576
call void @_Z4swapRjS_(i32* dereferenceable(4) %arrayidx149, i32* dereferenceable(4) %arrayidx154), !dbg !1580
                                        br label %for.inc155, !dbg !1581
```

[0/1]

for.inc155: ; preds = %for.body145 %95 = load i32, i32\* %i142, align 4, !dbg !1582 %inc156 = add i32 %95, 1, !dbg !1582 store i32 %inc156, i32\* %i142, align 4, !dbg !1582 br label %for.cond143, !dbg !1583, !llvm.loop !1584