



for.body3:

[7/8]

; preds = % for.body3

; preds = % for.cond1

%call4 = call i32 @rand() #3

%rem = srem i32 %call4, 10

%2 = load i32, i32* %i, align 4

%idxprom = sext i32 %2 to i64 % arrayidx = getelementptr inbounds [100 x [100 x i32]], [100 x [100 x i32]]* % a, i64 0, i64 % idxprom

%3 = load i32, i32*%i, align 4

%idxprom5 = sext i32 %3 to i64

%arrayidx6 = getelementptr inbounds [100 x i32], [100 x i32]* %arrayidx, i64 0, i64 %idxprom5

store i32 %rem, i32* %arrayidx6, align 4

%rem8 = srem i32 %call7, 10

%4 = load i32, i32*%i, align 4

%idxprom9 = sext i32 %4 to i64 $% = \frac{100 \times 100}{100 \times 100} = \frac{100 \times 100}$

%5 = load i32, i32*% j, align 4

%idxprom11 = sext i32 %5 to i64 %arrayidx12 = getelementptr inbounds [100 x i32], [100 x i32]* %arrayidx10, i64 0, i64 %idxprom11

store i32 %rem8, i32* %arrayidx12, align 4

br label %for.inc

%call7 = call i32 @rand() #3

for.end41:

[30/31] entry: %retval = alloca i32, align 4 %a = alloca [100 x [100 x i32]], align 16

> ; preds = % for.cond17 ret i32 0