## 

```
[3/4]
                      for.body23:
                                                           ; preds = %for.cond21
                                   %10 = load i32, i32* %i16, align 4
                                   % idxprom 24 = sext i 32 \% 10 to i 64
%arrayidx25 = getelementptr inbounds [100 x [100 x i32]], [100 x [100 x i32]]* %a, i64 0, i64 %idxprom24
                                   %11 = \text{load i} 32, i 32* \% j 20, align 4
                                   %idxprom26 = sext i32 %11 to i64
  %arrayidx27 = getelementptr inbounds [100 x i32], [100 x i32]* %arrayidx25, i64 0, i64 %idxprom26
                                %12 = load i32, i32* %arrayidx27, align 4
                                   %13 = load i32, i32* %i16, align 4
                                   %idxprom28 = sext i32 %13 to i64
%arrayidx29 = getelementptr inbounds [100 x [100 x i32]], [100 x [100 x i32]]* %b, i64 0, i64 %idxprom28
                                   %14 = \text{load i}32, i32* \% j20, align 4
                                   %idxprom30 = sext i32 %14 to i64
  %arrayidx31 = getelementptr inbounds [100 x i32], [100 x i32]* %arrayidx29, i64 0, i64 %idxprom30
                                %15 = load i32, i32* %arrayidx31, align 4
                                     %add = add nsw i32 %12, %15
                                   %16 = load i32, i32* %i16, align 4
                                   %idxprom32 = sext i32 %16 to i64
%arrayidx33 = getelementptr inbounds [100 x [100 x i32]], [100 x [100 x i32]]* %c, i64 0, i64 %idxprom32
```

%17 = load i32, i32\* %j20, align 4

% idxprom 34 = sext i 32 % 17 to i 64

%arrayidx35 = getelementptr inbounds [100 x i32], [100 x i32]\* %arrayidx33, i64 0, i64 %idxprom34

store i32 %add, i32\* %arrayidx35, align 4

br label %for.inc36

[0/1]
for.inc36: ; preds = %for.body23
%18 = load i32, i32\* %j20, align 4
%inc37 = add nsw i32 %18, 1
store i32 %inc37, i32\* %j20, align 4
br label %for.cond21