

[2/5]

```
for.cond5:                                ; preds = %for.inc11, %for.end
      %7 = load i32, i32* %i4, align 4, !dbg !1332
      %cmp6 = icmp ult i32 %7, 1000, !dbg !1334
      br i1 %cmp6, label %for.body7, label %for.end13, !dbg !1335
```

[3/4]

```
for.body7:                                ; preds = %for.cond5
      %call8 = call i8* @_Znam(i64 12000) #10, !dbg !1336
      %8 = bitcast i8* %call8 to i32*, !dbg !1336
      %9 = load i32**, i32*** %b, align 8, !dbg !1338
      %10 = load i32, i32* %i4, align 4, !dbg !1339
      %idxprom9 = zext i32 %10 to i64, !dbg !1338
      %arrayidx10 = getelementptr inbounds i32*, i32** %9, i64 %idxprom9, !dbg !1338
      store i32* %8, i32** %arrayidx10, align 8, !dbg !1340
      br label %for.inc11, !dbg !1341
```

[0/1]

```
for.inc11:                                ; preds = %for.body7
      %11 = load i32, i32* %i4, align 4, !dbg !1342
      %inc12 = add i32 %11, 1, !dbg !1342
      store i32 %inc12, i32* %i4, align 4, !dbg !1342
      br label %for.cond5, !dbg !1343, !llvm.loop !1344
```