

[3/4]

```
for.body21:                                ; preds = %for.cond19
```

```
%10 = load i32, i32* %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
```

```
%idxprom24 = sext i32 %11 to i64
```

```
%arrayidx25 = getelementptr @inbounds [100 x i32], [100 x i32]* %arrayidx23, i64 0, i64 %idxprom24
```

```
%12 = load i32, i32* %arrayidx25, align 4
```

```
%13 = load i32, i32* %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 %idxprom20
```

```
%14 = load i32, i32* %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 i32, i32* %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 i32, i32* %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.body2
```

```
%18 = load i32, i32* %j, align 4
```

```
%inc35 = add nsw i32 %18,
```

```
store i32 %inc35, i32* %j, align 4
```

br label %for.cond19

[2/5]

[illegible]

```
%9 = load i32, i32* %j, align 4
```

```
%cmp20 = icmp slt i32 %9, 100
```

```
br il %cmp20, label %for.body21, label %for.end36
```