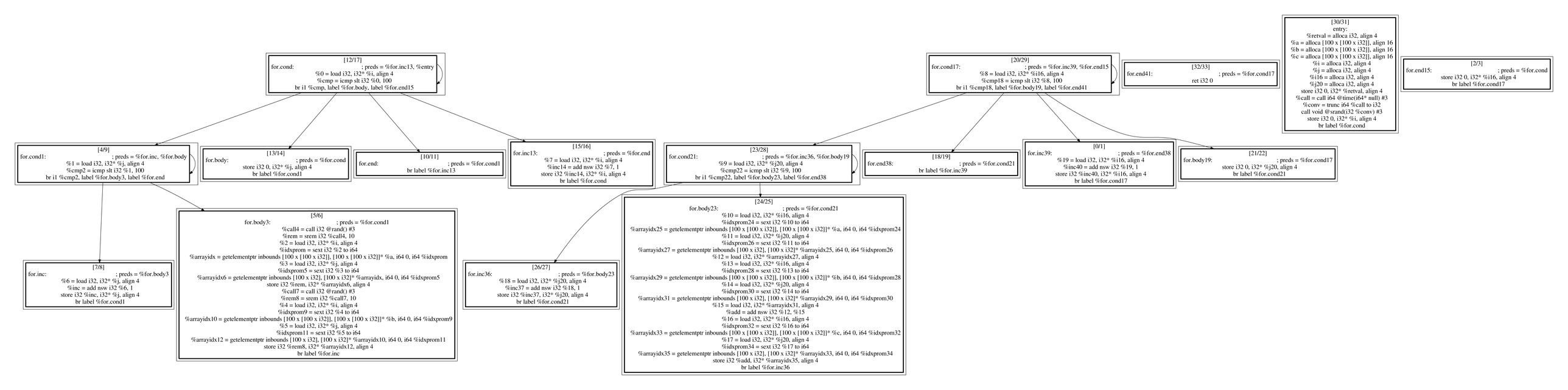
[12/17]
for.cond:
%0 = load i32, i32* %i, align 4
%cmp = icmp slt i32 %0, 100
br i1 %cmp, label %for.body, label %for.end15
[4/9]
for.cond1:
%1 = load i32, i32* %j, align 4
%cmp2 = icmp slt i32 %1, 100
br i1 %cmp2, label %for.body3, label %for.end
[13/14]
for.body:
store i32 0, i32* %j, align 4
br label %for.cond1
[10/11]
for.end:
br label %for.inc13
[15/16]
for.inc13:
%7 = load i32, i32* %i, align 4
%inc14 = add nsw i32 %7, 1
store i32 %inc14, i32* %i, align 4
br label %for.cond
[7/8]
for.inc:
%6 = load i32, i32* %j, align 4
%inc = add nsw i32 %6, 1
store i32 %inc, i32* %j, align 4
br label %for.cond1
[5/6]
for.body3:
%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* %j, 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
%call7 = call i32 @rand() #3
%rem8 = srem i32 %call7, 10
%4 = load i32, i32* %i, align 4
%idxprom9 = sext i32 %4 to i64
%arrayidx10 = getelementptr inbounds [100 x [100 x i32]], [100 x [100 x i32]]* %b, i64 0, i64 %idxprom9
%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
[20/29]
for.cond17:
%8 = load i32, i32* %i16, align 4
%cmp18 = icmp slt i32 %8, 100
br i1 %cmp18, label %for.body19, label %for.end41
[32/33]
for.end41:
ret i32 0
[30/31]
entry:
%retval = alloca i32, align 4
%a = alloca [100 x [100 x i32]], align 16
%b = alloca [100 x [100 x i32]], align 16
%c = alloca [100 x [100 x i32]], align 16
%i = alloca i32, align 4
%j = alloca i32, align 4
%i16 = alloca i32, align 4
%j20 = alloca i32, align 4
store i32 0, i32* %retval, align 4
%call = call i64 @time(i64* null) #3
%conv = trunc i64 %call to i32
call void @srand(i32 %conv) #3
store i32 0, i32* %i, align 4
br label %for.cond
[2/3]
for.end15:
store i32 0, i32* %i16, align 4
br label %for.cond17
[23/28]
for.cond21:
%9 = load i32, i32* %j20, align 4
%cmp22 = icmp slt i32 %9, 100
br i1 %cmp22, label %for.body23, label %for.end38
[18/19]
for.end38:
br label %for.inc39
[0/1]
for.inc39:
%19 = load i32, i32* %i16, align 4
%inc40 = add nsw i32 %19, 1
store i32 %inc40, i32* %i16, align 4
br label %for.cond17
[21/22]
for.body19:
store i32 0, i32* %j20, align 4
br label %for.cond21
[26/27]
for.inc36:
%18 = load i32, i32* %j20, align 4
%inc37 = add nsw i32 %18, 1
store i32 %inc37, i32* %j20, align 4
br label %for.cond21
[24/25]
for.body23:
%10 = load i32, i32* %i16, align 4
%idxprom24 = sext i32 %10 to i64
%arrayidx25 = getelementptr inbounds [100 x [100 x i32]], [100 x [100 x i32]]* %a, i64 0, i64 %idxprom24
%11 = load i32, i32* %j20, 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 = load i32, 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
%idxprom34 = sext i32 %17 to i64
%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