; preds = %for.inc96, %for.body69 for.cond71: %36 = load i32, i32* %j70, align 4, !dbg !1458 %cmp72 = icmp ult i32 %36, 3000, !dbg !1460 br i1 %cmp72, label %for.body73, label %for.end98, !dbg !1461

```
for.body73:
                                                        ; preds = \% for.cond71
call void @llvm.dbg.declare(metadata i32* %k, metadata !1462, metadata !DIExpression()), !dbg !1465
                              store i32 0, i32* %k, align 4, !dbg !1465
                                 br label %for.cond74, !dbg !1466
```

```
%54 = load i32, i32* %i66, align 4, !dbg !1489
                                                                                 %idxprom92 = zext i32 %54 to i64, !dbg !1488
for.inc96:
                                   ; preds = \% for .end 91
     %58 = load i32, i32* %j70, align 4, !dbg !1493
          %inc97 = add i32 %58, 1, !dbg !1493
                                                                                 %56 = load i32, i32* %j70, align 4, !dbg !1490
     store i32 %inc97, i32* %j70, align 4, !dbg !1493
                                                                                 %idxprom94 = zext i32 %56 to i64, !dbg !1488
    br label %for.cond71, !dbg !1494, !llvm.loop !1495
                                                                                      %add = add i32 %57, 1, !dbg !1491
```

```
for.end91:
                                              ; preds = \% for.cond74
                %53 = load i32**, i32*** %c, align 8, !dbg !1488
%arrayidx93 = getelementptr inbounds i32*, i32** %53, i64 %idxprom92, !dbg !1488
             %55 = load i32*, i32** %arrayidx93, align 8, !dbg !1488
 %arrayidx95 = getelementptr inbounds i32, i32* %55, i64 %idxprom94, !dbg !1488
              %57 = load i32, i32* %arrayidx95, align 4, !dbg !1491
              store i32 %add, i32* %arrayidx95, align 4, !dbg !1491
                         br label %for.inc96, !dbg !1492
```