```
entry:
 %a = alloca [3 x [3 x [10 x i32]]], align 16
 %i = alloca i32, align 4
 %j = alloca i32, align 4
 call void @llvm.dbg.declare(metadata [3 x [3 x [10 x i32]]]* %a, metadata
 ... !14, metadata !19), !dbg !20
 %0 = bitcast [3 x [3 x [10 x i32]]]* %a to i8*, !dbg !20
 call void @llvm.memcpy.p0i8.p0i8.i64(i8* %0, i8* bitcast ([3 x [3 x [10 x
 ... i32]]]* @_ZZ9arrayTestvE1a to i8*), i64 360, i32 16, i1 false), !dbg !20
 %arrayidx = getelementptr inbounds [3 x [3 x [10 x i32]]], [3 x [3 x [10 x
 ... i32]]]* %a, i64 0, i64 1, !dbg !21
 %arrayidx1 = getelementptr inbounds [3 x [10 x i32]], [3 x [10 x i32]]*
 ... %arrayidx, i64 0, i64 1, !dbg !21
 %arrayidx2 = getelementptr inbounds [10 x i32], [10 x i32]* %arrayidx1, i64
 ... 0, i64 1, !dbg !21
 store i32 2, i32* %arrayidx2, align 4, !dbg !22
 call void @llvm.dbg.declare(metadata i32* %i, metadata !23, metadata !19),
 ... !dbg !24
 call void @llvm.dbg.declare(metadata i32* %j, metadata !25, metadata !19),
 ... !dbg !26
 store i32 0, i32* %i, align 4, !dbg !27
 br label %for.cond, !dbg !29
```

```
for.cond:
 %1 = load i32, i32* %i, align 4, !dbg !30
 %cmp = icmp slt i32 %1, 2, !dbg !32
 br i1 %cmp, label %for.body, label %for.end11, !dbg !33
```
| T | F |

```
for.body:
 store i32 0, i32* %j, align 4, !dbg !34
 br label %for.cond3, !dbg !37
```

```
for.end11:
 ret void, !dbg !57
```

```
for.cond3:
 %2 = load i32, i32* %j, align 4, !dbg !38
 %cmp4 = icmp slt i32 %2, 10, !dbg !40
 br i1 %cmp4, label %for.body5, label %for.end, !dbg !41
```
| T | F |

```
for.body5:
 %3 = load i32, i32* %i, align 4, !dbg !42
 %idxprom = sext i32 %3 to i64, !dbg !44
 %arrayidx6 = getelementptr inbounds [3 x [3 x [10 x i32]]], [3 x [3 x [10 x
 ... i32]]]* %a, i64 0, i64 %idxprom, !dbg !44
 %4 = load i32, i32* %j, align 4, !dbg !45
 %idxprom7 = sext i32 %4 to i64, !dbg !44
 %arrayidx8 = getelementptr inbounds [3 x [10 x i32]], [3 x [10 x i32]]*
 ... %arrayidx6, i64 0, i64 %idxprom7, !dbg !44
 %arraydecay = getelementptr inbounds [10 x i32], [10 x i32]* %arrayidx8, i32
 ... 0, i32 0, !dbg !44
 %call = call i32 (i8*, ...) @printf(i8* getelementptr inbounds ([4 x i8], [4
 ... x i8]* @.str, i32 0, i32 0), i32* %arraydecay), !dbg !46
 br label %for.inc, !dbg !47
```

```
for.end:
 br label %for.inc9, !dbg !52
```

```
for.inc:
 %5 = load i32, i32* %j, align 4, !dbg !48
 %inc = add nsw i32 %5, 1, !dbg !48
 store i32 %inc, i32* %j, align 4, !dbg !48
 br label %for.cond3, !dbg !49, !llvm.loop !50
```

```
for.inc9:
 %6 = load i32, i32* %i, align 4, !dbg !53
 %inc10 = add nsw i32 %6, 1, !dbg !53
 store i32 %inc10, i32* %i, align 4, !dbg !53
 br label %for.cond, !dbg !54, !llvm.loop !55
```

CFG for '_Z9arrayTestv' function