

[0/13] store i32 %inc17, i32\* %i6, align 4

[20/21] store i32 0, i32\* %retval, align 4

[16/19] %8 = load i32, i32\* %arrayidx13, align 4

[14/15] store i32 %add, i32\* %arrayidx15, align 4

[22/33] %2 = load i32, i32\* %i, align 4

[34/37] store i32 %rem, i32\* %arrayidx, align 4