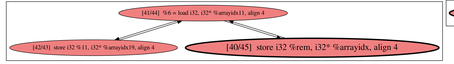
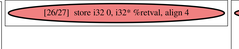
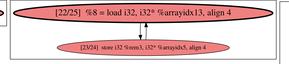
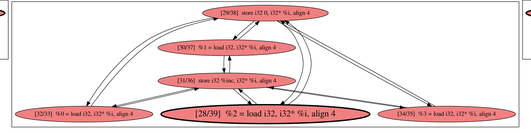
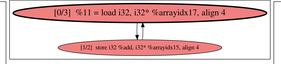
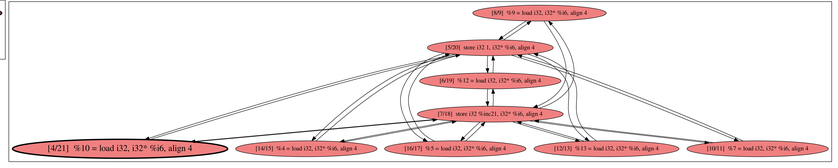

[41/44] %6 = load i32, i32* %arrayidx11, align 4
[42/43] store i32 %11, i32* %arrayidx19, align 4
[40/45] store i32 %rem, i32* %arrayidx, align 4


[26/27] store i32 0, i32* %retval, align 4


[22/25] %8 = load i32, i32* %arrayidx13, align 4
[23/24] store i32 %rem5, i32* %arrayidx5, align 4


[29/38] store i32 0, i32* %i, align 4
[30/37] %1 = load i32, i32* %i, align 4
[31/36] store i32 %inc, i32* %i, align 4
[32/33] %0 = load i32, i32* %i, align 4
[28/39] %2 = load i32, i32* %i, align 4
[34/35] %3 = load i32, i32* %i, align 4


[0/3] %11 = load i32, i32* %arrayidx17, align 4
[1/2] store i32 %add, i32* %arrayidx15, align 4


[8/9] %9 = load i32, i32* %i6, align 4
[15/20] store i32 1, i32* %i6, align 4
[6/19] %12 = load i32, i32* %i6, align 4
[7/18] store i32 %inc21, i32* %i6, align 4
[4/21] %10 = load i32, i32* %i6, align 4
[14/15] %4 = load i32, i32* %i6, align 4
[16/17] %5 = load i32, i32* %i6, align 4
[12/13] %13 = load i32, i32* %i6, align 4
[10/11] %7 = load i32, i32* %i6, align 4