

[14/15] %16 = load i32, i32* %i, align 4

[0/11] store i32 %inc35, i32* %j, align 4

[12/13] store i32 %add, i32* %arrayidx33, align 4

[22/23] %12 = load i32, i32* %arrayidx25, align 4

[20/21] %15 = load i32, i32* %arrayidx29, align 4

[18/19] %13 = load i32, i32* %i, align 4

[16/17] %10 = load i32, i32* %i, align 4