

[0/7] store i32 %inc, i32* %m, align 4, !dbg !1007

[10/11] store i32 %rem, i32* %arrayidx16, align 4, !dbg !1005

[12/13] %4 = load i32, i32* %i, align 4, !dbg !1000

[14/15] %6 = load i32, i32* %k, align 4, !dbg !1003

[5/6] %7 = load i32, i32* %m, align 4, !dbg !1004

[1/2] %8 = load i32, i32* %m, align 4, !dbg !1007

[3/4] %3 = load i32, i32* %m, align 4, !dbg !993