

[12/13] store i32 %rem, i32\* %arrayidx6, align 4

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

[14/23] %0 = load i32, i32\* %i, align 4

[24/25] store i32 %rem8, i32\* %arrayidx12, align 4