

[12/19] store i32 %inc24, i32\* %i, align 4, !dbg !1022

[30/39] store i32 0, i32\* %k, align 4, !dbg !982

[20/29] %5 = load i32, i32\* %j, align 4, !dbg !1002

[0/9] store i32 %inc, i32\* %m, align 4, !dbg !1007

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