

[62/63] store i32 %add, i32* %arrayidx33, align 4

[0/25] %17 = load i32, i32* %j, align 4

[26/29] %15 = load i32, i32* %arrayidx29, align 4

[60/61] store i32 0, i32* %retval, align 4

[30/33] %12 = load i32, i32* %arrayidx25, align 4

[34/59] %8 = load i32, i32* %i, align 4