

[8/9] store i32 %rem, i32* %arrayidx, align 4

[1/2] %0 = load i32, i32* %i, align 4

[0/7] store i32 %inc, i32* %i, align 4

[5/6] %1 = load i32, i32* %i, align 4

[3/4] %2 = load i32, i32* %i, align 4