

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

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

[8/9] %5 = load i32, i32* %j, align 4, !dbg !1002

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

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