

[10/11] %2 = load i32, i32\* %i, align 4

[0/9] store i32 %inc, i32\* %j, align 4

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

[14/15] store i32 %rem8, i32\* %arrayidx12, align 4

[16/17] %4 = load i32, i32\* %i, align 4