

[14/15] store i32 %add, i32* %arrayidx33, align 4

[0/13] store i32 %inc35, i32* %j, align 4

[16/27] %16 = load i32, i32* %i, align 4

[28/29] %15 = load i32, i32* %arrayidx29, align 4

[30/31] %12 = load i32, i32* %arrayidx25, align 4