

[68/69] store i32 0, i32\* %retval, align 4

[0/33] store i32 %inc51, i32\* %i, align 4

[70/71] store i32 %rem, i32\* %arrayidx6, align 4

[34/67] store i32 %inc, i32\* %j, align 4

[72/73] store i32 %rem8, i32\* %arrayidx12, align 4

[74/77] store i32 %call23, i32\* %arrayidx27, align 4