

[74/77] store i32 %call23, i32* %arrayidx27, align 4 [75/76] %20 = load i32, i32* %arrayidx43, align 4

[70/71] store i32 %rem, i32* %arrayidx6, align 4 [72/73] store i32 %rem8, i32* %arrayidx12, align 4 [68/69] store i32 0, i32* %retval, align 4