

[10/11] store i32 %rem8, i32* %arrayidx12, align 4

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

[14/15] %4 = load i32, i32* %i, align 4

[12/13] %2 = load i32, i32* %i, align 4

[16/17] store i32 %rem, i32* %arrayidx6, align 4