

[10/11] store i32 %rem, i32* %arrayidx16, align 4, !dbg !1005

[12/13] %5 = load i32, i32* %j, align 4, !dbg !1002

[22/23] %4 = load i32, i32* %i, align 4, !dbg !1000

[0/9] store i32 %inc, i32* %m, align 4, !dbg !1007

[14/21] %2 = load i32, i32* %k, align 4, !dbg !984