

[20/21] %4 = load i32, i32\* %arrayidx2, align 4

[14/15] store i32 %add, i32\* %arrayidx4, align 4

[18/19] %2 = load i32, i32\* %arrayidx, align 4

[0/13] store i32 %inc, i32\* %i, align 4

[16/17] store i32 0, i32\* %retval, align 4