

[10/11] store i32 %rem, i32* %arrayidx, align 4, !dbg !629

[1/2] %0 = load i32, i32* %i, align 4, !dbg !620

[12/13] store i32 %rem3, i32* %arrayidx5, align 4, !dbg !634

[0/9] store i32 %inc, i32* %i, align 4, !dbg !636

[3/4] %3 = load i32, i32* %i, align 4, !dbg !636

[7/8] %2 = load i32, i32* %i, align 4, !dbg !632

[5/6] %1 = load i32, i32* %i, align 4, !dbg !627