

[26/27] %12 = load i32, i32* %arrayidx27, align 4

[0/13] store i32 %inc37, i32* %j20, align 4

[28/29] store i32 %add, i32* %arrayidx35, align 4

[14/25] %16 = load i32, i32* %i16, align 4

[30/31] %15 = load i32, i32* %arrayidx31, align 4