

[12/19] %5 = load i32, i32* %j, align 4, !dbg !1002

[30/31] %4 = load i32, i32* %i, align 4, !dbg !1000

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

[20/29] %6 = load i32, i32* %k, align 4, !dbg !1003

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