

[4/5] %19 = load i32, i32* %j26, align 4

[6/7] %18 = load i32, i32* %j26, align 4

[0/3] store i32 %add44, i32* %arrayidx43, align 4

[8/21] store i32 %inc46, i32* %i22, align 4

[22/27] %17 = load i32, i32* %k, align 4