

[8/9] %4 = load i32, i32* %arrayidx2, align 4

[4/5] store i32 %add, i32* %arrayidx4, align 4

[0/1] %2 = load i32, i32* %arrayidx, align 4

[6/7] store i32 %inc, i32* %i, align 4

[2/3] store i32 0, i32* %retval, align 4