

[2/5] store i32 %rem, i32\* %arrayidx10, align 4, !dbg !988

[3/4] %0 = load i32, i32\* %arrayidx34, align 4, !dbg !1030

[0/1] store i32 %add, i32\* %arrayidx40, align 4, !dbg !1034

