

[20/31] %2 = load i32, i32\* %i, align 4

[14/19] store i32 %add, i32\* %arrayidx15, align 4

[34/37] store i32 %rem3, i32\* %arrayidx5, align 4

[32/33] store i32 0, i32\* %retval, align 4

[0/13] %10 = load i32, i32\* %i6, align 4