

[14/19] store i32 %add, i32* %arrayidx15, align 4, !dbg !656

[0/13] store i32 %inc17, i32* %i6, align 4, !dbg !658

[20/31] %2 = load i32, i32* %i, align 4, !dbg !632

[32/35] store i32 %rem3, i32* %arrayidx5, align 4, !dbg !634

[36/37] store i32 0, i32* %retval, align 4