

[30/31] store i32 %add, i32\* %arrayidx35, align 4

[26/27] %15 = load i32, i32\* %arrayidx31, align 4

[0/13] store i32 %inc37, i32\* %j20, align 4

[28/29] %12 = load i32, i32\* %arrayidx27, align 4

[14/25] %16 = load i32, i32\* %i16, align 4