

[14/19] store i32 %add, i32\* %arrayidx16, align 4, !dbg !657

[0/13] store i32 %inc18, i32\* %i6, align 4, !dbg !659

[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