

[62/63] store i32 0, i32* %retval, align 4

[34/45] store i32 0, i32* %j, align 4

[46/57] %2 = load i32, i32* %i, align 4

[30/33] %12 = load i32, i32* %arrayidx27, align 4

[58/61] %15 = load i32, i32* %arrayidx31, align 4

[14/27] %16 = load i32, i32* %i16, align 4

[28/29] store i32 %add, i32* %arrayidx35, align 4

[0/13] %18 = load i32, i32* %j20, align 4