

%4 = load i32, i32\* %arrayidx8, align 4, !dbg !1310

%1 = load i32, i32\* %arrayidx, align 4, !dbg !1300

store i32 %3, i32\* %arrayidx10, align 4, !dbg !1312

%0 = load i32, i32\* %n, align 4, !dbg !1297

%3 = load i32, i32\* %arrayidx6, align 4, !dbg !1309

%2 = load i32, i32\* %arrayidx2, align 4, !dbg !1304

store i32 0, i32\* %arrayidx4, align 4, !dbg !1307