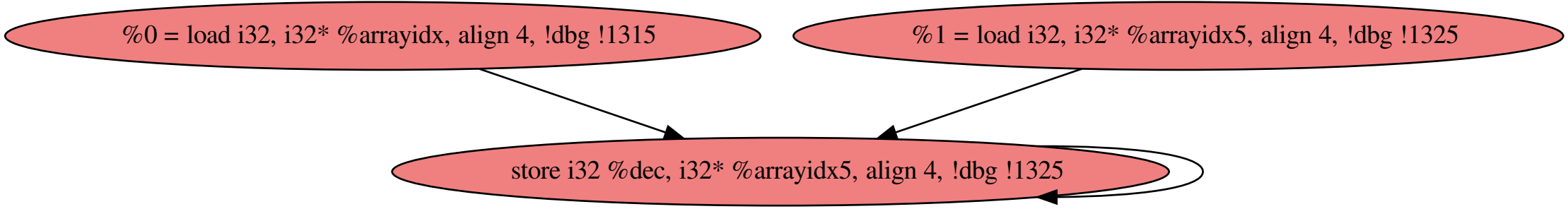
%0 = load i32, i32* %arrayidx, align 4, !dbg !1315
%1 = load i32, i32* %arrayidx5, align 4, !dbg !1325
store i32 %dec, i32* %arrayidx5, align 4, !dbg !1325