

[4/5] %0 = load i32, i32* %n, align 4, !dbg !1297

[12/13] %4 = load i32, i32* %arrayidx8, align 4, !dbg !1310

[0/1] store i32 %3, i32* %arrayidx10, align 4, !dbg !1312

[6/7] %2 = load i32, i32* %arrayidx2, align 4, !dbg !1304

[2/3] %1 = load i32, i32* %arrayidx, align 4, !dbg !1300

[10/11] %3 = load i32, i32* %arrayidx6, align 4, !dbg !1309

[8/9] store i32 0, i32* %arrayidx4, align 4, !dbg !1307