

[4/5] %1 = load i32, i32\* %arrayidx5, align 4, !dbg !1325

[0/1] %0 = load i32, i32\* %arrayidx, align 4, !dbg !1315

[2/3] store i32 %dec, i32\* %arrayidx5, align 4, !dbg !1325