

[2/5] store i32 %i.0, i32* %arrayidx, align 4, !dbg !1289

[3/4] %0 = load i32, i32* %arrayidx6, align 4, !dbg !1303

[0/1] store i32 %sub, i32* %arrayidx9, align 4, !dbg !1311

