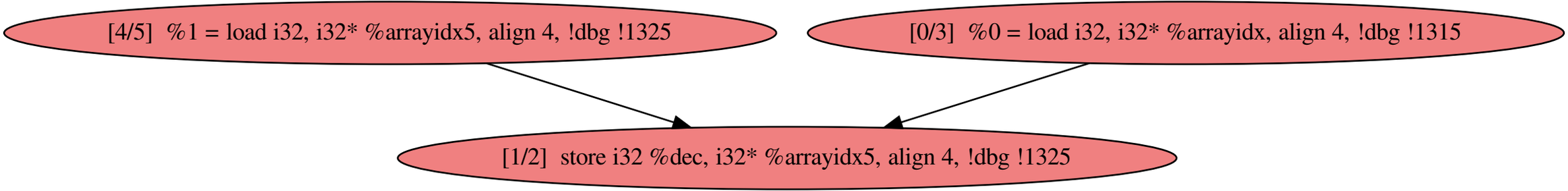
[4/5] %1 = load i32, i32* %arrayidx5, align 4, !dbg !1325
[0/3] %0 = load i32, i32* %arrayidx, align 4, !dbg !1315
[1/2] store i32 %dec, i32* %arrayidx5, align 4, !dbg !1325