[3/4]; preds = %for.body invoke.cont: %2 = load %struct.list_node*, %struct.list_node** %list_it, align 8 %next = getelementptr inbounds %struct.list_node, %struct.list_node* %2, i32 0, i32 1 store %struct.list_node* %1, %struct.list_node** %next, align 8 %3 = load i32, i32* %i, align 4%4 = load %struct.list_node*, %struct.list_node** %list_it, align 8 %value = getelementptr inbounds %struct.list_node, %struct.list_node* %4, i32 0, i32 0 store i32 %3, i32* %value, align 8 %5 = load %struct.list_node*, %struct.list_node** %list_it, align 8 %next1 = getelementptr inbounds %struct.list_node, %struct.list_node* %5, i32 0, i32 1 %6 = load %struct.list_node*, %struct.list_node** %next1, align 8 store %struct.list_node* %6, %struct.list_node** %list_it, align 8 br label %for.inc

; preds = %for.inc, %entry for.cond: %0 = load i 32, i 32*% i, align 4%cmp = icmp ult i32 %0, 100 br i1 %cmp, label %for.body, label %for.end [5/6] ; preds = %for.cond for.inc: for.body: %call = call i8* @_Znwm(i64 16) #8

for.body: ; preds = %for.cond %call = call i8* @_Znwm(i64 16) #8
%1 = bitcast i8* %call to %struct.list_node*
call void @_ZN9list_nodeC2Ev(%struct.list_node* %1)
br label %invoke.cont

or.inc: ; preds = %invoke.cont %7 = load i32, i32* %i, align 4 %inc = add i32 %7, 1 store i32 %inc, i32* %i, align 4 br label %for.cond