

```
while.cond5:                                ; preds = %if.end, %while.end
    %14 = load %struct.list_node*, %struct.list_node** %list_it, align 8
    %next6 = getelementptr inbounds %struct.list_node, %struct.list_node* %14, i32 0, i32 1
    %15 = load %struct.list_node*, %struct.list_node** %next6, align 8
    %cmp7 = icmp ne %struct.list_node* %15, null
    br i1 %cmp7, label %while.body8, label %while.end11
```

```
if.end:                                    ; preds = %delete.end, %while.body8
    br label %while.cond5
```

```
while.body8:                                ; preds = %while.cond5
    %16 = load %struct.list_node*, %struct.list_node** %list_it, align 8
    store %struct.list_node* %16, %struct.list_node** %prev_it, align 8
    %17 = load %struct.list_node*, %struct.list_node** %list_it, align 8
    %next9 = getelementptr inbounds %struct.list_node, %struct.list_node* %17, i32 0, i32 1
    %18 = load %struct.list_node*, %struct.list_node** %next9, align 8
    store %struct.list_node* %18, %struct.list_node** %list_it, align 8
    %19 = load %struct.list_node*, %struct.list_node** %prev_it, align 8
    %cmp10 = icmp ne %struct.list_node* %19, %begin
    br i1 %cmp10, label %if.then, label %if.end
```

```
if.then:                                    ; preds = %while.body8
    %20 = load %struct.list_node*, %struct.list_node** %prev_it, align 8
    %isnull = icmp eq %struct.list_node* %20, null
    br i1 %isnull, label %delete.end, label %delete.notnull
```

```
delete.end:                                ; preds = %delete.notnull, %if.then
    br label %if.end
```

```
delete.notnull:                            ; preds = %if.then
    %21 = bitcast %struct.list_node* %20 to i8*
    call void @_ZdlPv(i8* %21) #9
    br label %delete.end
```