## for.body51: ; preds = %for.cond49 %56 = load i32\*\*, i32\*\*\* %b, align 8, !dbg !1415 %57 = load i32, i32\* %i, align 4, !dbg !1417 %idxprom52 = zext i32 %57 to i64, !dbg !1415 %arrayidx53 = getelementptr inbounds i32\*, i32\*\* %56, i64 %idxprom52, !dbg !1415 %58 = load i32\*, i32\*\* %arrayidx53, align 8, !dbg !1415 %isnull = icmp eq i32\* %58, null, !dbg !1418 br i1 %isnull, label %delete.end, label %delete.notnull, !dbg !1418 [2/3] delete.notnull: ; preds = %for.body51 %59 = bitcast i32\* %58 to i8\*, !dbg !1418

call void @\_ZdaPv(i8\* %59) #11, !dbg !1418 br label %delete.end, !dbg !1418

```
[8/9]
  for.cond49:
                                      ; preds = %for.inc54, %for.end48
               %54 = load i32, i32* %i, align 4, !dbg !1410
           %55 = load i32, i32* %vsize.addr, align 4, !dbg !1412
              %cmp50 = icmp ult i32 %54, %55, !dbg !1413
      br i1 %cmp50, label %for.body51, label %for.end56, !dbg !1414
                                                                                                         [0/1]
                                                                               for.inc54:
                                                                                                                  ; preds = %delete.end
                                  [4/5]
                                                                                      %60 = load i32, i32* %i, align 4, !dbg !1420
delete.end:
                                   ; preds = %delete.notnull, %for.body51
                                                                                          %inc55 = add i32 %60, 1, !dbg !1420
                      br label %for.inc54, !dbg !1419
                                                                                     store i32 %inc55, i32* %i, align 4, !dbg !1420
                                                                                   br label %for.cond49, !dbg !1421, !llvm.loop !1422
```