%retval = alloca i32, align 4 %begin = alloca %struct.list_node, align 8 %list_it = alloca %struct.list_node*, align 8 [10/15] %i = alloca i32, align 4 land.end: ; preds = %land.rhs, %for.cond %exn.slot = alloca i8* for.end: %2 = phi i1 [false, %for.cond], [%cmp1, %land.rhs] %ehselector.slot = alloca i32 br i1 %2, label %for.body, label %for.end store i32 0, i32* %retval, align 4 call void @_ZN9list_nodeC2Ev(%struct.list_node* %begin) store i32 1, i32* %i, align 4 store %struct.list_node* %begin, %struct.list_node** %list_it, align 8 br label %for.cond [13/14] [0/1] ; preds = %invoke.cont for.inc: invoke.cont: ; preds = % for.body%7 = load %struct.list_node*, %struct.list_node** %list_it, align 8 [11/12] %4 = load %struct.list_node*, %struct.list_node** %list_it, align 8 %next2 = getelementptr inbounds %struct.list_node, %struct.list_node* %7, i32 0, i32 1 for.body: ; preds = %land.end %next = getelementptr inbounds %struct.list_node, %struct.list_node* %4, i32 0, i32 1 for.cond: ; preds = %for.inc, %entry %8 = load %struct.list_node*, %struct.list_node** %next2, align 8 %call = call i8* @ Znwm(i64 16) #7 store %struct.list_node* %3, %struct.list_node** %next, align 8 %0 = load i 32, i 32*% i, align 4store %struct.list_node* %8, %struct.list_node** %list_it, align 8 %3 = bitcast i8* %call to %struct.list node* %5 = load i32, i32*%i, align 4%cmp = icmp ult i32 %0, 100 call void @_ZN9list_nodeC2Ev(%struct.list_node* %3) %6 = load %struct.list_node*, %struct.list_node** %list_it, align 8 %9 = load i32, i32* %i, align 4 br i1 %cmp, label %land.rhs, label %land.end %inc = add i32 % 9.1br label %invoke.cont %value = getelementptr inbounds %struct.list_node, %struct.list_node* %6, i32 0, i32 0 store i32 %5, i32* %value, align 8 store i32 %inc, i32* %i, align 4 br label %for.cond br label %for.inc [7/8] land.rhs: ; preds = % for.cond%1 = load %struct.list_node*, %struct.list_node** %list_it, align 8 %cmp1 = icmp ne %struct.list node* %1, null br label %land.end

[2/3]; preds = %land.end ret i32 0

[4/5] entry: