

[7/8]

```
for.body179:                                ; preds = %for.cond177
    %104 = load i32**, i32*** %a, align 8, !dbg !1624
    %105 = load i32, i32* %i176, align 4, !dbg !1626
    %idxprom180 = zext i32 %105 to i64, !dbg !1624
    %arrayidx181 = getelementptr inbounds i32*, i32** %104, i64 %idxprom180, !dbg !1624
    %106 = load i32*, i32** %arrayidx181, align 8, !dbg !1624
    %isnull = icmp eq i32* %106, null, !dbg !1627
    br i1 %isnull, label %delete.end, label %delete.notNull, !dbg !1627
```

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```
for.cond177:                                ; preds = %for.inc182, %for.end175
    %103 = load i32, i32* %i176, align 4, !dbg !1620
    %cmp178 = icmp ult i32 %103, 100, !dbg !1622
    br i1 %cmp178, label %for.body179, label %for.end184, !dbg !1623
```

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```
delete.end:                                ; preds = %delete.notNull, %for.body179
    br label %for.inc182, !dbg !1628
```

[0/1]

```
for.inc182:                                ; preds = %delete.end
    %108 = load i32, i32* %i176, align 4, !dbg !1629
    %inc183 = add i32 %108, 1, !dbg !1629
    store i32 %inc183, i32* %i176, align 4, !dbg !1629
    br label %for.cond177, !dbg !1630, !llvm.loop !1631
```

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```
delete.notNull:                            ; preds = %for.body179
    %107 = bitcast i32* %106 to i8*, !dbg !1627
    call void @_ZdaPv(i8* %107) #11, !dbg !1627
    br label %delete.end, !dbg !1627
```