[0/7]

for.cond: ; preds = %for.inc, %entry
%0 = load i32, i32* %i, align 4
%cmp = icmp ult i32 %0, 100
br i1 %cmp, label %for.body, label %for.end

[3/4]

invoke.cont: ; preds = %for.body
%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

[1/2]

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

[5/6]

for.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