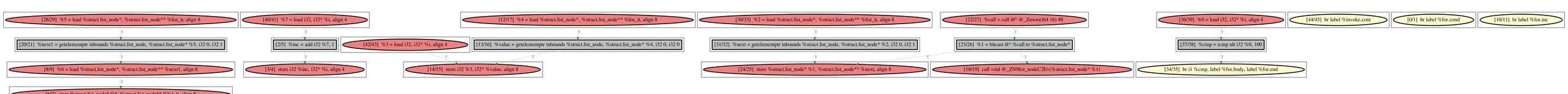
[28/29] %5 = load %struct.list_node*, %struct.list_node** %list_it, align 8
[20/21] %next1 = getelementptr inbounds %struct.list_node, %struct.list_node* %5, i32 0, i32 1
[8/9] %6 = load %struct.list_node*, %struct.list_node** %next1, align 8
[6/7] store %struct.list_node* %6, %struct.list_node** %list_it, align 8
[40/41] %7 = load i32, i32* %i, align 4
[2/5] %inc = add i32 %7, 1
[3/4] store i32 %inc, i32* %i, align 4
[42/43] %3 = load i32, i32* %i, align 4
[14/15] store i32 %3, i32* %value, align 8
[12/17] %4 = load %struct.list_node*, %struct.list_node** %list_it, align 8
[13/16] %value = getelementptr inbounds %struct.list_node, %struct.list_node* %4, i32 0, i32 0
[30/33] %2 = load %struct.list_node*, %struct.list_node** %list_it, align 8
[31/32] %next = getelementptr inbounds %struct.list_node, %struct.list_node* %2, i32 0, i32 1
[24/25] store %struct.list_node* %1, %struct.list_node** %next, align 8
[22/27] %call = call i8* @_Znwm(i64 16) #8
[23/26] %1 = bitcast i8* %call to %struct.list_node*
[18/19] call void @_ZN9list_nodeC2Ev(%struct.list_node* %1)
[36/39] %0 = load i32, i32* %i, align 4
[37/38] %cmp = icmp ult i32 %0, 100
[34/35] br i1 %cmp, label %for.body, label %for.end
[44/45] br label %invoke.cont
[0/1] br label %for.cond
[10/11] br label %for.inc