```
for.body191:
                                                ; preds = \% for.cond189
                 %112 = load i32**, i32*** %b, align 8, !dbg !1643
                  %113 = load i32, i32* %i188, align 4, !dbg !1645
                  %idxprom192 = zext i32 %113 to i64, !dbg !1643
%arrayidx193 = getelementptr inbounds i32*, i32** %112, i64 %idxprom192, !dbg !1643
              %114 = load i32*, i32** %arrayidx193, align 8, !dbg !1643
                  %isnull194 = icmp eq i32* %114, null, !dbg !1646
     br i1 %isnull194, label %delete.end196, label %delete.notnull195, !dbg !1646
           delete.notnull195:
                                                ; preds = %for.body191
                     %115 = bitcast i32* %114 to i8*, !dbg !1646
                    call void @_ZdaPv(i8* %115) #11, !dbg !1646
                         br label %delete.end196, !dbg !1646
```

```
for.cond189: ; preds = %for.inc197, %delete.end187
%111 = load i32, i32* %i188, align 4, !dbg !1639
%cmp190 = icmp ult i32 %111, 1000, !dbg !1641
br i1 %cmp190, label %for.body191, label %for.end199, !dbg !1642

for.inc197: ; preds = %delete.end196
%116 = load i32, i32* %i188, align 4, !dbg !1648
%inc198 = add i32 %116, 1, !dbg !1648
store i32 %inc198, i32* %i188, align 4, !dbg !1648
br label %for.cond189, !dbg !1649, !llvm.loop !1650

for.inc197: ; preds = %delete.notnull195, %for.body191
br label %for.inc197, !dbg !1647
```