

```

if.end:                                [1/2]
    ; preds = %delete.end, %while.body8
    br label %while.cond5

```

```

while.cond5:                          [0/11]
    ; preds = %if.end, %while.end
    %14 = load %struct.list_node*, %struct.list_node** %list_it, align 8
    %next6 = getelementptr inbounds %struct.list_node, %struct.list_node* %14, i32 0, i32 1
    %15 = load %struct.list_node*, %struct.list_node** %next6, align 8
    %cmp7 = icmp ne %struct.list_node* %15, null
    br i1 %cmp7, label %while.body8, label %while.end11

```

```

delete.end:                            [8/9]
    ; preds = %delete.notNull, %if.then
    br label %if.end

```

```

while.body8:                          [3/10]
    ; preds = %while.cond5
    %16 = load %struct.list_node*, %struct.list_node** %list_it, align 8
    store %struct.list_node* %16, %struct.list_node** %prev_it, align 8
    %17 = load %struct.list_node*, %struct.list_node** %list_it, align 8
    %next9 = getelementptr inbounds %struct.list_node, %struct.list_node* %17, i32 0, i32 1
    %18 = load %struct.list_node*, %struct.list_node** %next9, align 8
    store %struct.list_node* %18, %struct.list_node** %list_it, align 8
    %19 = load %struct.list_node*, %struct.list_node** %prev_it, align 8
    %cmp10 = icmp ne %struct.list_node* %19, %begin
    br i1 %cmp10, label %if.then, label %if.end

```

```

if.then:                              [4/7]
    ; preds = %while.body8
    %20 = load %struct.list_node*, %struct.list_node** %prev_it, align 8
    %isnull = icmp eq %struct.list_node* %20, null
    br i1 %isnull, label %delete.end, label %delete.notNull

```

```

delete.notNull:                       [5/6]
    ; preds = %if.then
    %21 = bitcast %struct.list_node* %20 to i8*
    call void @_ZdlPv(i8* %21) #9
    br label %delete.end

```