

[6/7]

```
for.body51:                                ; preds = %for.cond49
    %56 = load i32**, i32*** %b, align 8, !dbg !1415
    %57 = load i32, i32* %i, align 4, !dbg !1417
    %idxprom52 = zext i32 %57 to i64, !dbg !1415
    %arrayidx53 = getelementptr inbounds i32*, i32** %56, i64 %idxprom52, !dbg !1415
    %58 = load i32*, i32** %arrayidx53, align 8, !dbg !1415
    %isnull = icmp eq i32* %58, null, !dbg !1418
    br i1 %isnull, label %delete.end, label %delete.notnull, !dbg !1418
```

[8/9]

```
for.cond49:                                ; preds = %for.inc54, %for.end48
    %54 = load i32, i32* %i, align 4, !dbg !1410
    %55 = load i32, i32* %vsize.addr, align 4, !dbg !1412
    %cmp50 = icmp ult i32 %54, %55, !dbg !1413
    br i1 %cmp50, label %for.body51, label %for.end56, !dbg !1414
```

[4/5]

```
delete.end:                                ; preds = %delete.notnull, %for.body51
    br label %for.inc54, !dbg !1419
```

[0/1]

```
for.inc54:                                  ; preds = %delete.end
    %60 = load i32, i32* %i, align 4, !dbg !1420
    %inc55 = add i32 %60, 1, !dbg !1420
    store i32 %inc55, i32* %i, align 4, !dbg !1420
    br label %for.cond49, !dbg !1421, !llvm.loop !1422
```

[2/3]

```
delete.notnull:                            ; preds = %for.body51
    %59 = bitcast i32* %58 to i8*, !dbg !1418
    call void @_ZdaPv(i8* %59) #11, !dbg !1418
    br label %delete.end, !dbg !1418
```