

%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

%20 = load %struct.list_node*, %struct.list_node** %prev_it, align 8

%21 = bitcast %struct.list_node* %20 to i8*

call void @_ZdlPv(i8* %21) #9

%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

%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

%16 = load %struct.list_node*, %struct.list_node** %list_it, align 8

store %struct.list_node* %16, %struct.list_node** %prev_it, align 8

br label %if.end

br label %while.cond5

br label %delete.end