```
for.body206: ; preds = %for.cond204

%120 = load i32**, i32** %c, align 8, !dbg !1662

%121 = load i32, i32* %i203, align 4, !dbg !1664
%idxprom207 = zext i32 %121 to i64, !dbg !1662
%arrayidx208 = getelementptr inbounds i32*, i32** %120, i64 %idxprom207, !dbg !1662
%122 = load i32*, i32** %arrayidx208, align 8, !dbg !1662
%isnull209 = icmp eq i32* %122, null, !dbg !1665
```

br i1 %isnull209, label %delete.end211, label %delete.notnull210, !dbg !1665

```
[0/1]

for.cond204:

(cond204:

(
```

[2/3]
delete.notnull210: ; preds = %for.body206
%123 = bitcast i32* %122 to i8*, !dbg !1665
call void @_ZdaPv(i8* %123) #11, !dbg !1665
br label %delete.end211, !dbg !1665