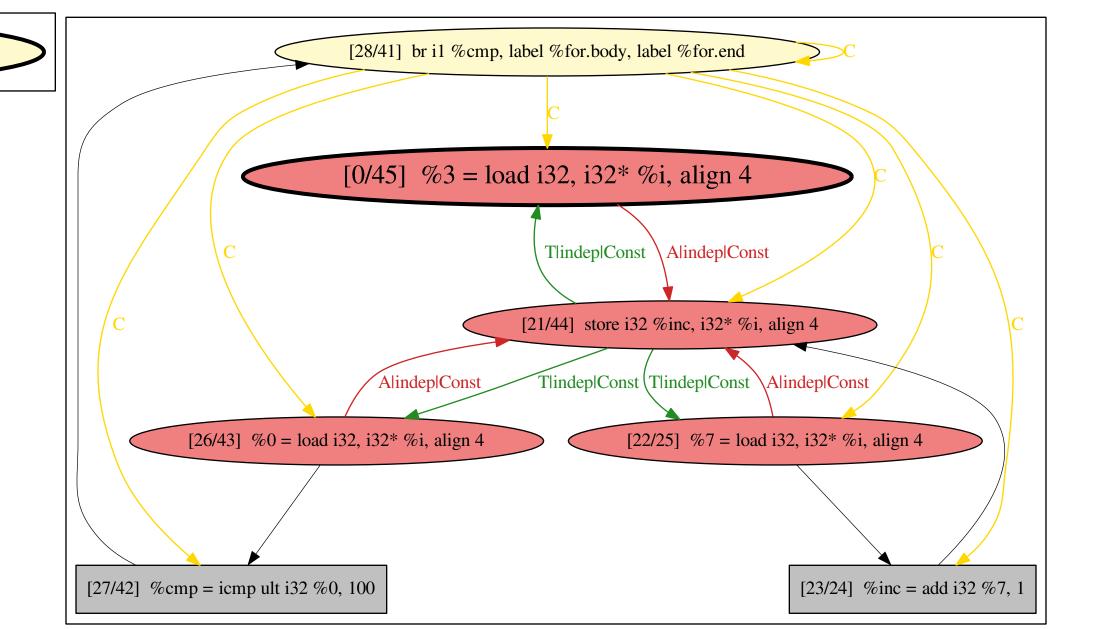
[30/31] call void @\_ZN9list\_nodeC2Ev(%struct.list\_node\* %1) [29/32] %1 = bitcast i8\* %call to %struct.list\_node\* [37/38] br label %invoke.cont [10/13] %2 = load %struct.list\_node\*, %struct.list\_node\*\* %list\_it, align 8 [5/18] store %struct.list\_node\* %6, %struct.list\_node\*\* %list\_it, align 8 11/12] %next = getelementptr inbounds %struct.list\_node, %struct.list\_node\* %2, i32 0, i32 1 [6/9] %4 = load %struct.list\_node\*, %struct.list\_node\*\* %list\_it, align 8 [14/17] %5 = load %struct.list\_node\*, %struct.list\_node\*\* %list\_it, align 8 [7/8] %value = getelementptr inbounds %struct.list\_node, %struct.list\_node\* %4, i32 0, i32 0 [15/16] %next1 = getelementptr inbounds %struct.list\_node, %struct.list\_node\* %5, i32 0, i32 1 [1/20] store i32 %3, i32\* %value, align 8 [2/19] %6 = load %struct.list\_node\*, %struct.list\_node\*\* %next1, align 8 [3/4] store %struct.list\_node\* %1, %struct.list\_node\*\* %next, align 8



[39/40] %call = call i8\* @\_Znwm(i64 16) #8

[33/34] br label %for.cond