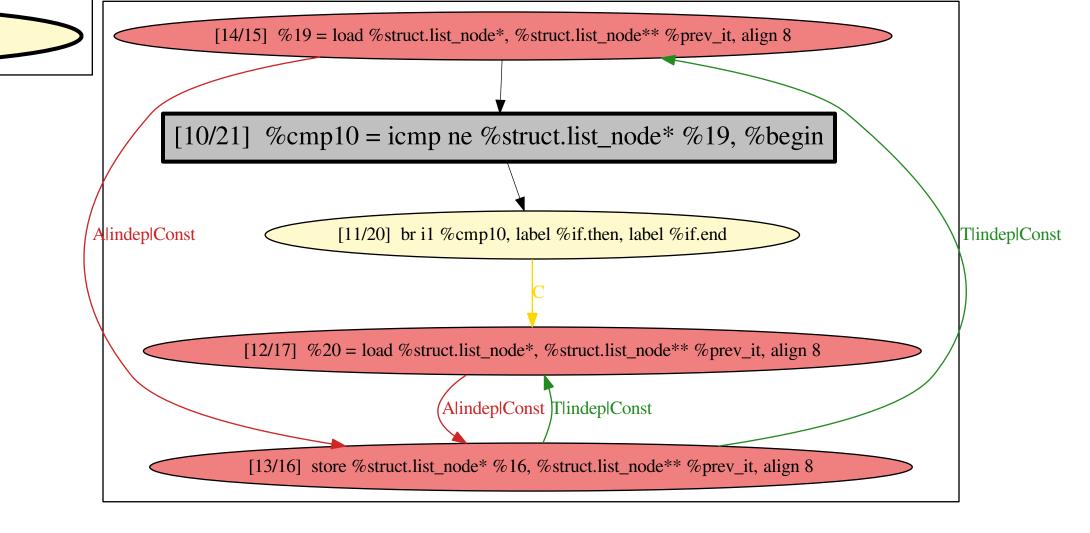
[26/41] %14 = load %struct.list_node*, %struct.list_node** %list_it, align 8 [27/40] %next6 = getelementptr inbounds %struct.list_node, %struct.list_node* %14, i32 0, i32 1 [28/39] %15 = load %struct.list_node*, %struct.list_node** %next6, align 8 [29/38] %cmp7 = icmp ne %struct.list_node* %15, null TlindeplConst / AlindeplConst [30/37] br i1 %cmp7, label %while.body8, label %while.end11 [22/43] %18 = load %struct.list_node*, %struct.list_node** %next9, align 8 [23/42] store %struct.list_node* %18, %struct.list_node** %list_it, align 8 [31/34] %17 = load %struct.list_node*, %struct.list_node** %list_it, align 8 [24/25] %16 = load %struct.list_node*, %struct.list_node** %list_it, align 8 [32/33] %next9 = getelementptr inbounds %struct.list_node, %struct.list_node* %17, i32 0, i32 1

[1/8] br i1 %isnull, label %delete.end, label %delete.notnull



[2/3] call void @_ZdlPv(i8* %21) #9 [0/9] %isnull = icmp eq %struct.list_node* %20, null [4/5] %21 = bitcast %struct.list_node* %20 to i8* [6/7] br label %delete.end