land.end: ; preds = %land.rhs, %for.cond %2 = phi i1 [false, %for.cond], [%cmp1, %land.rhs] br i1 %2, label %for.body, label %for.end ; preds = %land.end ret i32 0

for.body: ; preds = %land.end %call = call i8* @_Znwm(i64 16) #7 %3 = bitcast i8* %call to %struct.list_node* call void @_ZN9list_nodeC2Ev(%struct.list_node* %3) br label %invoke.cont for.inc: ; preds = %invoke.cont
%7 = load %struct.list_node*, %struct.list_node** %list_it, align 8
%next2 = getelementptr inbounds %struct.list_node, %struct.list_node* %7, i32 0, i32 1
%8 = load %struct.list_node*, %struct.list_node** %next2, align 8
store %struct.list_node* %8, %struct.list_node** %list_it, align 8
%9 = load i32, i32* %i, align 4
%inc = add i32 %9, 1
store i32 %inc, i32* %i, align 4
br label %for.cond

invoke.cont: ; preds = %for.body
%4 = load %struct.list_node*, %struct.list_node** %list_it, align 8
%next = getelementptr inbounds %struct.list_node, %struct.list_node* %4, i32 0, i32 1
store %struct.list_node* %3, %struct.list_node** %next, align 8
%5 = load i32, i32* %i, align 4
%6 = load %struct.list_node*, %struct.list_node** %list_it, align 8
%value = getelementptr inbounds %struct.list_node, %struct.list_node* %6, i32 0, i32 0
store i32 %5, i32* %value, align 8
br label %for.inc

%i = alloca i32, align 4
%exn.slot = alloca i8*
%ehselector.slot = alloca i32
store i32 0, i32* %retval, align 4
call void @_ZN9list_nodeC2Ev(%struct.list_node* %begin)
store i32 1, i32* %i, align 4
store %struct.list_node* %begin, %struct.list_node** %list_it, align 8
br label %for.cond

; preds = %for.inc, %entry

entry:
%retval = alloca i32, align 4
%begin = alloca %struct.list_node, align 8
%list it = alloca %struct.list node*, align 8

land.rhs: ; preds = %for.cond %1 = load %struct.list_node*, %struct.list_node** %list_it, align 8 %cmp1 = icmp ne %struct.list_node* %1, null br label %land.end

%0 = load i 32, i 32* %i, align 4

%cmp = icmp ult i32 %0, 100

br i1 %cmp, label %land.rhs, label %land.end

for.cond: