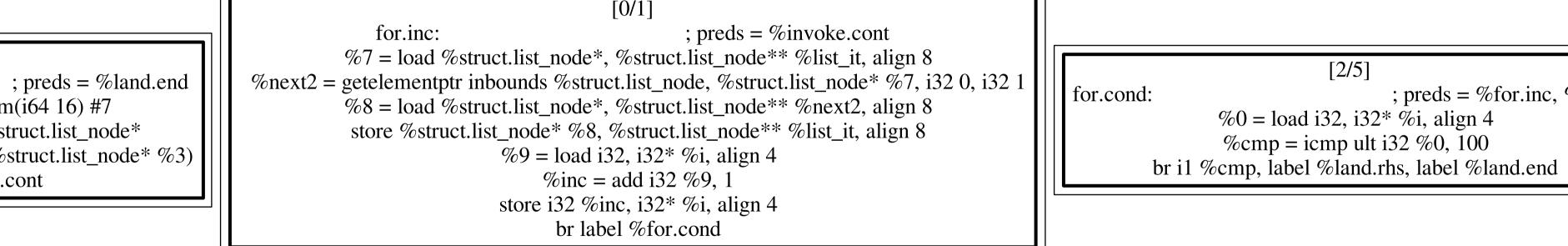
; preds = %land.rhs, %for.cond %2 = phi i1 [false, %for.cond], [%cmp1, %land.rhs] br i1 %2, label %for.body, label %for.end

```
; preds = \% for.body
              invoke.cont:
          %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 = \text{load i}32, 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
```

```
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
```

```
%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
```



; preds = %for.inc, %entry