[8/11]
while.cond5:   ; preds = %if.end, %while.end
%14 = load %struct.list_node*, %struct.list_node** %list_it, align 8
%next6 = getelementptr inbounds %struct.list_node, %struct.list_node* %14, i32 0, i32 1
%15 = load %struct.list_node*, %struct.list_node** %next6, align 8
%cmp7 = icmp ne %struct.list_node* %15, null
br i1 %cmp7, label %while.body8, label %while.end11

[0/7]
while.body8:   ; preds = %while.cond5
%16 = load %struct.list_node*, %struct.list_node** %list_it, align 8
store %struct.list_node* %16, %struct.list_node** %prev_it, align 8
%17 = load %struct.list_node*, %struct.list_node** %list_it, align 8
%next9 = getelementptr inbounds %struct.list_node, %struct.list_node* %17, i32 0, i32 1
%18 = load %struct.list_node*, %struct.list_node** %next9, align 8
store %struct.list_node* %18, %struct.list_node** %list_it, align 8
%19 = load %struct.list_node*, %struct.list_node** %prev_it, align 8
%cmp10 = icmp ne %struct.list_node* %19, %begin
br i1 %cmp10, label %if.then, label %if.end

[9/10]
if.end: ; preds = %delete.end, %while.body8
br label %while.cond5

[5/6]
delete.end: ; preds = %delete.notnull, %if.then
br label %if.end

[1/4]
if.then: ; preds = %while.body8
%20 = load %struct.list_node*, %struct.list_node** %prev_it, align 8
%isnull = icmp eq %struct.list_node* %20, null
br i1 %isnull, label %delete.end, label %delete.notnull

[2/3]
delete.notnull: ; preds = %if.then
%21 = bitcast %struct.list_node* %20 to i8*
call void @_ZdlPv(i8* %21) #9
br label %delete.end