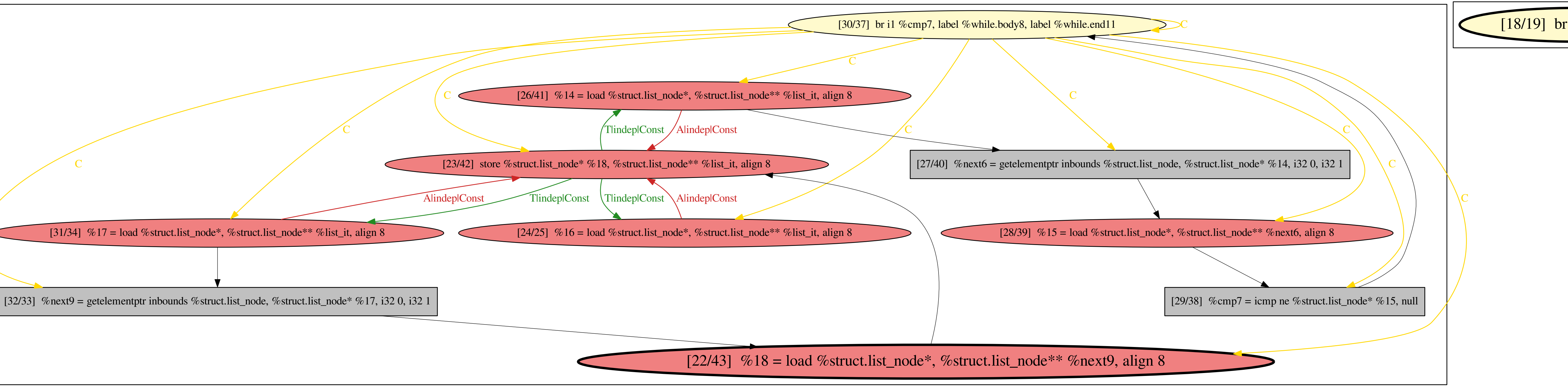


[1/8] br i1 %isnull, label %delete.end, label %delete.notnull



[30/37] br i1 %cmp7, label %while.body8, label %while.end11

[26/41] %14 = load %struct.list\_node\*, %struct.list\_node\*\* %list\_it, align 8

[23/42] store %struct.list\_node\* %18, %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

[18/19] br label %if.end

[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

[35/36] br label %while.cond5

[14/15] %19 = load %struct.list\_node\*, %struct.list\_node\*\* %prev\_it, align 8

[10/21] %cmp10 = icmp ne %struct.list\_node\* %19, %begin

[11/20] br i1 %cmp10, label %if.then, label %if.end

[12/17] %20 = load %struct.list\_node\*, %struct.list\_node\*\* %prev\_it, align 8

[13/16] store %struct.list\_node\* %16, %struct.list\_node\*\* %prev\_it, align 8