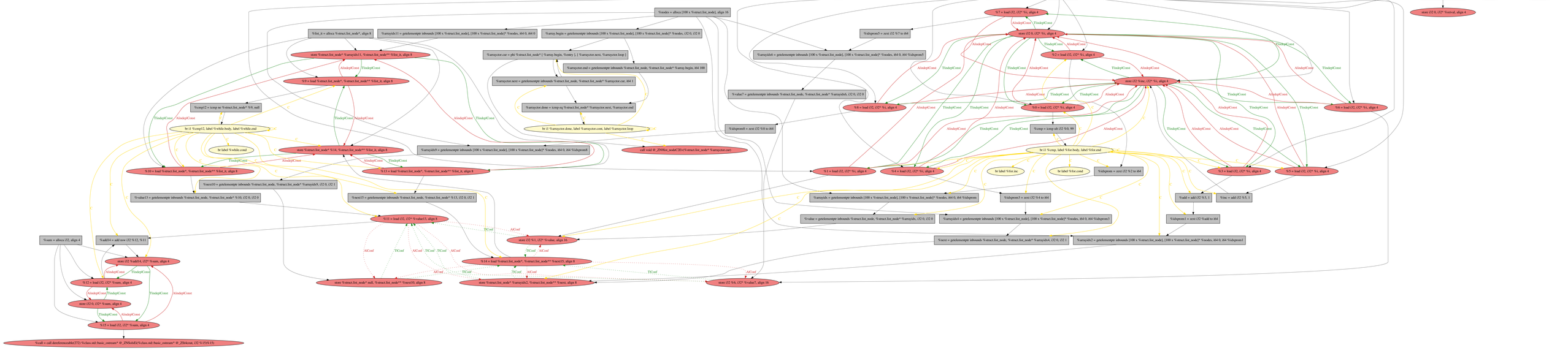
%i = alloca i32, align 4
br label %while.cond
ret i32 0
%retval = alloca i32, align 4
br label %for.cond
br label %arrayctor.loop
store i32 0, i32* %retval, align 4
%nodes = alloca [100 x %struct.list_node], align 16
%7 = load i32, i32* %i, align 4
store i32 0, i32* %i, align 4
%idxprom5 = zext i32 %7 to i64
%list_it = alloca %struct.list_node*, align 8
%arrayidx11 = getelementptr inbounds [100 x %struct.list_node], [100 x %struct.list_node]* %nodes, i64 0, i64 0
%arrayidx9 = getelementptr inbounds [100 x %struct.list_node], [100 x %struct.list_node]* %nodes, i32 0, i32 0
%arrayidx8 = getelementptr inbounds [100 x %struct.list_node], [100 x %struct.list_node]* %nodes, i64 0, i64 %idxprom5
store %struct.list_node* %arrayidx11, %struct.list_node** %list_it, align 8
%arrayctor.cur = phi %struct.list_node* [%array.begin, %entry], [%arrayctor.next, %arrayctor.loop]
%arrayctor.end = getelementptr inbounds %struct.list_node, %struct.list_node* %array.begin, i64 100
%9 = load i32, i32* %i, align 4
%9 = load %struct.list_node*, %struct.list_node** %list_it, align 8
%arrayctor.next = getelementptr inbounds %struct.list_node, %struct.list_node* %arrayctor.cur, i64 1
store i32 %inc, i32* %i, align 4
%value7 = getelementptr inbounds %struct.list_node, %struct.list_node* %arrayidx8, i32 0, i32 0
%arrayctor.done = icmp eq %struct.list_node* %arrayctor.next, %arrayctor.end
%cmp12 = icmp ne %struct.list_node* %9, null
%8 = load i32, i32* %i, align 4
%10 = load i32, i32* %i, align 4
%6 = load i32, i32* %i, align 4
br i1 %cmp12, label %while.body, label %while.end
br i1 %arrayctor.done, label %arrayctor.cont, label %arrayctor.loop
%idxprom8 = zext i32 %8 to i64
%cmp = icmp slt i32 %10, 99
br label %while.cond
store %struct.list_node* %14, %struct.list_node** %list_it, align 8
%arrayidx9 = getelementptr inbounds [100 x %struct.list_node], [100 x %struct.list_node]* %nodes, i64 0, i64 %idxprom8
call void @_ZN9foo_nodeC2Ev(%struct.list_node* %arrayctor.cur)
br i1 %cmp, label %for.body, label %for.end
%10 = load %struct.list_node*, %struct.list_node** %list_it, align 8
%13 = load %struct.list_node*, %struct.list_node** %list_it, align 8
%1 = load i32, i32* %i, align 4
%4 = load i32, i32* %i, align 4
br label %for.inc
br label %for.cond
%idxprom = zext i32 %2 to i64
%3 = load i32, i32* %i, align 4
%5 = load i32, i32* %i, align 4
%next10 = getelementptr inbounds %struct.list_node, %struct.list_node* %arrayidx9, i32 0, i32 1
%value13 = getelementptr inbounds %struct.list_node, %struct.list_node* %10, i32 0, i32 0
%next15 = getelementptr inbounds %struct.list_node, %struct.list_node* %13, i32 0, i32 1
%arrayidx = getelementptr inbounds [100 x %struct.list_node], [100 x %struct.list_node]* %nodes, i64 0, i64 %idxprom
%idxprom3 = zext i32 %4 to i64
%add = add i32 %3, 1
%inc = add i32 %5, 1
%11 = load i32, i32* %value13, align 8
%value = getelementptr inbounds %struct.list_node, %struct.list_node* %arrayidx, i32 0, i32 0
%arrayidx4 = getelementptr inbounds [100 x %struct.list_node], [100 x %struct.list_node]* %nodes, i64 0, i64 %idxprom3
%idxprom1 = zext i32 %add to i64
%num = alloca i32, align 4
%add14 = add nsw i32 %12, %11
store i32 %11, i32* %value, align 16
%next = getelementptr inbounds %struct.list_node, %struct.list_node* %arrayidx4, i32 0, i32 1
%arrayidx2 = getelementptr inbounds [100 x %struct.list_node], [100 x %struct.list_node]* %nodes, i64 0, i64 %idxprom1
store i32 %add14, i32* %num, align 4
%14 = load %struct.list_node*, %struct.list_node** %next15, align 8
%12 = load i32, i32* %num, align 4
store %struct.list_node* null, %struct.list_node** %next10, align 8
store %struct.list_node* %arrayidx2, %struct.list_node** %next, align 8
store i32 %6, i32* %value7, align 16
store i32 0, i32* %num, align 4
%15 = load i32, i32* %num, align 4
%call = call dereferenceable(272) %class.std::basic_ostream* @_ZNSolsEi(%class.std::basic_ostream* @_ZSt4cout, i32 %15)
AIndepConst
TIndepConst
AConst
TConst