[30/31] call void @_ZN9list_nodeC2Ev(%struct.list_node* %1) [29/32] %1 = bitcast i8* %call to %struct.list_node* [37/38] br label %invoke.cont [10/13] %2 = load %struct.list_node*, %struct.list_node** %list_it, align 8 [5/18] store %struct.list_node* %6, %struct.list_node** %list_it, align 8 11/12] %next = getelementptr inbounds %struct.list_node, %struct.list_node* %2, i32 0, i32 1 [6/9] %4 = load %struct.list_node*, %struct.list_node** %list_it, align 8 [14/17] %5 = load %struct.list_node*, %struct.list_node** %list_it, align 8 [7/8] %value = getelementptr inbounds %struct.list_node, %struct.list_node* %4, i32 0, i32 0 [15/16] %next1 = getelementptr inbounds %struct.list_node, %struct.list_node* %5, i32 0, i32 1 [1/20] store i32 %3, i32* %value, align 8 [2/19] %6 = load %struct.list_node*, %struct.list_node** %next1, align 8

[3/4] store %struct.list_node* %1, %struct.list_node** %next, align 8

