

[28/41] br i1 %cmp, label %for.body, label %for.end

[26/43] %0 = load i32, i32* %i, align 4

[21/44] store i32 %inc, i32* %i, align 4

[29/32] %1 = bitcast i8* %call to %struct.list_node* [30/31] call void @_ZN9list_nodeC2Ev(%struct.list_node* %1)