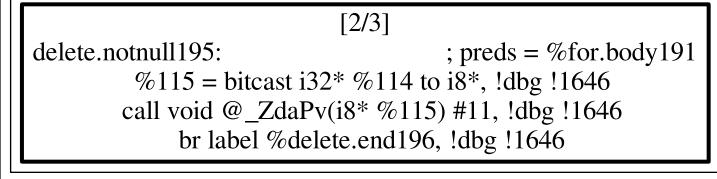
```
for.body191:
                                                                                                                                   ; preds = \% for.cond189
                                                                                                     %112 = load i32**, i32*** %b, align 8, !dbg !1643
                                                                                                      %113 = load i32, i32* %i188, align 4, !dbg !1645
delete.end196:
                                    ; preds = %delete.notnull195, %for.body191
                                                                                                      %idxprom192 = zext i32 %113 to i64, !dbg !1643
                                                                                    %arrayidx193 = getelementptr inbounds i32*, i32** %112, i64 %idxprom192, !dbg !1643
                       br label %for.inc197, !dbg !1647
                                                                                                 %114 = load i32*, i32** %arrayidx193, align 8, !dbg !1643
                                                                                                     %isnull194 = icmp eq i32* %114, null, !dbg !1646
                                                                                        br i1 %isnull194, label %delete.end196, label %delete.notnull195, !dbg !1646
```

```
| | for.inc197:
                                    ; preds = %for.inc197, %delete.end187
for.cond189:
                                                                                    %116 = load i32, i32* %i188, align 4, !dbg !1648
              %111 = load i32, i32* %i188, align 4, !dbg !1639
                                                                                        %inc198 = add i32 %116, 1, !dbg !1648
              %cmp190 = icmp ult i32 %111, 1000, !dbg !1641
                                                                                   store i32 %inc198, i32* %i188, align 4, !dbg !1648
     br i1 %cmp190, label %for.body191, label %for.end199, !dbg !1642
                                                                                   br label %for.cond189, !dbg !1649, !llvm.loop !1650
```



; preds = %delete.end196