[6/9]
for.cond177:   ; preds = %for.inc182, %for.end175
%103 = load i32, i32* %i176, align 4, !dbg !1620
%cmp178 = icmp ult i32 %103, 100, !dbg !1622
br i1 %cmp178, label %for.body179, label %for.end184, !dbg !1623

[7/8]
for.body179:   ; preds = %for.cond177
%104 = load i32**, i32*** %a, align 8, !dbg !1624
%105 = load i32, i32* %i176, align 4, !dbg !1626
%idxprom180 = zext i32 %105 to i64, !dbg !1624
%arrayidx181 = getelementptr inbounds i32*, i32** %104, i64 %idxprom180, !dbg !1624
%106 = load i32*, i32** %arrayidx181, align 8, !dbg !1624
%isnull = icmp eq i32* %106, null, !dbg !1627
br i1 %isnull, label %delete.end, label %delete.notnull, !dbg !1627

[4/5]
delete.end: ; preds = %delete.notnull, %for.body179
br label %for.inc182, !dbg !1628

[0/1]
for.inc182:   ; preds = %delete.end
%108 = load i32, i32* %i176, align 4, !dbg !1629
%inc183 = add i32 %108, 1, !dbg !1629
store i32 %inc183, i32* %i176, align 4, !dbg !1629
br label %for.cond177, !dbg !1630, !llvm.loop !1631

[2/3]
delete.notnull: ; preds = %for.body179
%107 = bitcast i32* %106 to i8*, !dbg !1627
call void @_ZdaPv(i8* %107) #11, !dbg !1627
br label %delete.end, !dbg !1627