```
while.cond5:
                                             ; preds = %if.end, %while.end
          %14 = load %struct.list_node*, %struct.list_node** %list_it, align 8
%next6 = getelementptr inbounds %struct.list_node, %struct.list_node* %14, i32 0, i32 1
          %15 = load %struct.list_node*, %struct.list_node** %next6, align 8
                   %cmp7 = icmp ne %struct.list node* %15, null
                br i1 %cmp7, label %while.body8, label %while.end11
```

```
; preds = %while.cond5
            while.body8:
          %16 = load %struct.list_node*, %struct.list_node** %list_it, align 8
         store %struct.list_node* %16, %struct.list_node** %prev_it, align 8
          %17 = load %struct.list_node*, %struct.list_node** %list_it, align 8
%next9 = getelementptr inbounds %struct.list_node, %struct.list_node* %17, i32 0, i32 1 | | | delete.end:
          %18 = load %struct.list_node*, %struct.list_node** %next9, align 8
           store %struct.list node* %18, %struct.list node** %list it, align 8
         %19 = load %struct.list_node*, %struct.list_node** %prev_it, align 8
                 %cmp10 = icmp ne %struct.list_node* %19, %begin
                     br i1 %cmp10, label %if.then, label %if.end
```

```
; preds = %while.body8
       ; preds = %delete.notnull, %if.then | | | if.end:
                                                                                                                     %20 = load %struct.list_node*, %struct.list_node** %prev_it, align 8
                                                                             ; preds = %delete.end, %while.body8
                                                                                                                                                                                                %21 = bitcast %struct.list_node* %20 to i8*
                                                                                                                               %isnull = icmp eq %struct.list_node* %20, null
                                                                                                                                                                                                     call void @_ZdlPv(i8* %21) #9
br label %if.end
                                                                    br label %while.cond5
                                                                                                                            br i1 %isnull, label %delete.end, label %delete.notnull
                                                                                                                                                                                                           br label %delete.end
```

; preds = %if.then