```
                                    [4/9]
for.cond204:                              ; preds = %for.inc212, %delete.end202
                    %119 = load i32, i32* %i203, align 4, !dbg !1658
                    %cmp205 = icmp ult i32 %119, 100, !dbg !1660
            br i1 %cmp205, label %for.body206, label %for.end214, !dbg !1661
```

```
                                    [5/6]
for.body206:                              ; preds = %for.cond204
                    %120 = load i32**, i32*** %c, align 8, !dbg !1662
                    %121 = load i32, i32* %i203, align 4, !dbg !1664
                    %idxprom207 = zext i32 %121 to i64, !dbg !1662
%arrayidx208 = getelementptr inbounds i32*, i32** %120, i64 %idxprom207, !dbg !1662
                    %122 = load i32*, i32** %arrayidx208, align 8, !dbg !1662
                    %isnull209 = icmp eq i32* %122, null, !dbg !1665
        br i1 %isnull209, label %delete.end211, label %delete.notnull210, !dbg !1665
```

```
                                    [7/8]
delete.end211:                            ; preds = %delete.notnull210, %for.body206
                    br label %for.inc212, !dbg !1666
```

```
                                    [0/1]
for.inc212:                               ; preds = %delete.end211
                    %124 = load i32, i32* %i203, align 4, !dbg !1667
                    %inc213 = add i32 %124, 1, !dbg !1667
                    store i32 %inc213, i32* %i203, align 4, !dbg !1667
                    br label %for.cond204, !dbg !1668, !llvm.loop !1669
```

```
                                    [2/3]
delete.notnull210:                        ; preds = %for.body206
                    %123 = bitcast i32* %122 to i8*, !dbg !1665
                    call void @_ZdaPv(i8* %123) #11, !dbg !1665
                    br label %delete.end211, !dbg !1665
```