```
delete.end: ; preds = %delete.notnull, %for.body51 br label %for.inc54, !dbg !1419
```

```
for.body51: ; preds = %for.cond49
%56 = load i32**, i32*** %b, align 8, !dbg !1415
%57 = load i32, i32* %i, align 4, !dbg !1417
%idxprom52 = zext i32 %57 to i64, !dbg !1415
%arrayidx53 = getelementptr inbounds i32*, i32** %56, i64 %idxprom52, !dbg !1415
%58 = load i32*, i32** %arrayidx53, align 8, !dbg !1415
%isnull = icmp eq i32* %58, null, !dbg !1418
br i1 %isnull, label %delete.end, label %delete.notnull, !dbg !1418
```

```
delete.notnull: ; preds = %for.body51
%59 = bitcast i32* %58 to i8*, !dbg !1418
call void @_ZdaPv(i8* %59) #11, !dbg !1418
br label %delete.end, !dbg !1418
```

for.inc54: ; preds = %delete.end %60 = load i32, i32\* %i, align 4, !dbg !1420 %inc55 = add i32 %60, 1, !dbg !1420 store i32 %inc55, i32\* %i, align 4, !dbg !1420 br label %for.cond49, !dbg !1421, !llvm.loop !1422