

[7/8]
delete.end196: ; preds = %delete.notnull195, %for.body191
br label %for.inc197, !dbg !1647

```

[5/6]
for.body191:                                ; preds = %for.cond189
    %112 = load i32**, i32*** %b, align 8, !dbg !1643
    %113 = load i32, i32* %i188, align 4, !dbg !1645
    %idxprom192 = zext i32 %113 to i64, !dbg !1643
    %arrayidx193 = getelementptr inbounds i32*, i32** %112, i64 %idxprom192, !dbg !1643
    %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

```

[4/9]

```
cond189:                                ; preds = %for.inc197, %delete.end187
    %111 = load i32, i32* %i188, align 4, !dbg !1639
    %cmp190 = icmp ult i32 %111, 1000, !dbg !1641
    br i1 %cmp190, label %for.body191, label %for.end199, !dbg !1642
```

```

                                [0/1]
for.inc197:                                ; preds = %delete.end1
    %116 = load i32, i32* %i188, align 4, !dbg !1648
    %inc198 = add i32 %116, 1, !dbg !1648
    store i32 %inc198, i32* %i188, align 4, !dbg !1648
    br label %for.cond189, !dbg !1649, !llvm.loop !1650

```

```

                                [2/3]
delete.notnull195:                                ; preds = %for.body191
    %115 = bitcast i32* %114 to i8*, !dbg !1646
    call void @_ZdaPv(i8* %115) #11, !dbg !1646
    br label %delete.end196, !dbg !1646

```