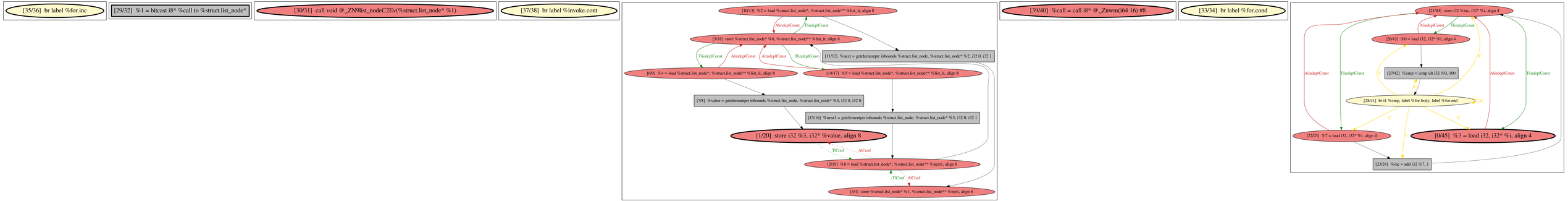
[35/36] br label %for.inc
[29/32] %1 = bitcast i8* %call to %struct.list_node*
[30/31] call void @_ZN9list_nodeC2Ev(%struct.list_node* %1)
[37/38] br label %invoke.cont
[10/13] %2 = load %struct.list_node*, %struct.list_node** %list_it, align 8
AIndeptConst
TIndeptConst
[5/18] store %struct.list_node* %6, %struct.list_node** %list_it, align 8
TIndeptConst
AIndeptConst
AIndeptConst
TIndeptConst
[11/12] %next = getelementptr inbounds %struct.list_node, %struct.list_node* %2, i32 0, i32 1
[69] %4 = load %struct.list_node*, %struct.list_node** %list_it, align 8
[14/17] %5 = load %struct.list_node*, %struct.list_node** %list_it, align 8
[7/8] %value = getelementptr inbounds %struct.list_node, %struct.list_node* %4, i32 0, i32 0
[15/16] %next1 = getelementptr inbounds %struct.list_node, %struct.list_node* %5, i32 0, i32 1
[1/20] store i32 %3, i32* %value, align 8
TConf
AIConf
[2/19] %6 = load %struct.list_node*, %struct.list_node** %next1, align 8
TConf
AIConf
[3/4] store %struct.list_node* %1, %struct.list_node** %next, align 8
[39/40] %call = call i8* @_Znwm(i64 16) #8
[33/34] br label %for.cond
[21/44] store i32 %inc, i32* %i, align 4
AIndeptConst
TIndeptConst
[26/43] %0 = load i32, i32* %i, align 4
AIndeptConst
TIndeptConst
C
C
[27/42] %cmp = icmp ult i32 %0, 100
C
C
[28/41] br i1 %cmp, label %for.body, label %for.end
C
C
C
AIndeptConst
TIndeptConst
[22/25] %7 = load i32, i32* %i, align 4
[0/45] %3 = load i32, i32* %i, align 4
C
[23/24] %inc = add i32 %7, 1