

[30/33] %14 = load %struct.list\_node\*, %struct.list\_node\*\* %list\_it, align 8

[31/32] %next6 = getelementptr inbounds %struct.list\_node, %struct.list\_node\* %14, i32 0, i32 1

[24/25] %15 = load %struct.list\_node\*, %struct.list\_node\*\* %next6, align 8

[12/13] %cmp7 = icmp ne %struct.list\_node\* %15, null

[8/9] br i1 %cmp7, label %while.body8, label %while.end11

[14/19] %19 = load %struct.list\_node\*, %struct.list\_node\*\* %prev\_it, align 8

[15/18] %cmp10 = icmp ne %struct.list\_node\* %19, %begin

[16/17] br i1 %cmp10, label %if.then, label %if.end

[42/43] br label %delete.end

[34/41] %17 = load %struct.list\_node\*, %struct.list\_node\*\* %list\_it, align 8

[35/40] %next9 = getelementptr inbounds %struct.list\_node, %struct.list\_node\* %17, i32 0, i32 1

[36/39] %18 = load %struct.list\_node\*, %struct.list\_node\*\* %next9, align 8

[37/38] store %struct.list\_node\* %18, %struct.list\_node\*\* %list\_it, align 8

[26/29] %16 = load %struct.list\_node\*, %struct.list\_node\*\* %list\_it, align 8

[27/28] store %struct.list\_node\* %16, %struct.list\_node\*\* %prev\_it, align 8

[20/23] %20 = load %struct.list\_node\*, %struct.list\_node\*\* %prev\_it, align 8

[10/11] %21 = bitcast %struct.list\_node\* %20 to i8\*

[4/5] call void @\_ZdlPv(i8\* %21) #9

[0/1] br label %while.cond5

[21/22] %isnull = icmp eq %struct.list\_node\* %20, null

[6/7] br i1 %isnull, label %delete.end, label %delete.notnull

[2/3] br label %if.end