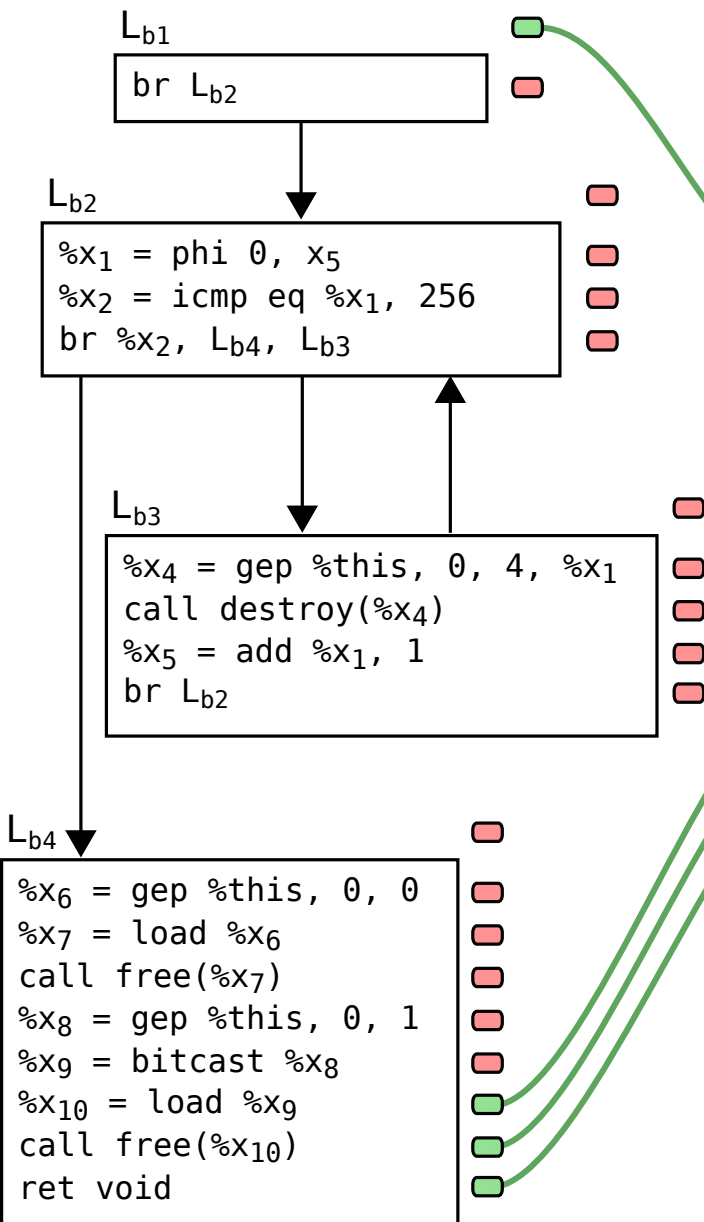


way2obj::destroy(way2obj* this)

largesolidarray<regobj*>::
destroy(largesolidarray *this)



L_{b1}

```
%v1 = gep %this, 0, 3
call destroy(%v1)
%v2 = gep %this, 0, 2
call destroy(%v2)
%v3 = gep %this, 0, 1
call destroy(%v3)
%v4 = bitcast %this
%v5 = load %v4
call free(%v5)
ret void
```