```
v8::internal::compiler
        ::NodeWrapper

    node

     + NodeWrapper()
     + operator Node *()
     + operator->()
     # node()
     # set_node()
               Δ
    v8::internal::compiler
     ::JSNodeWrapperBase
    + JSNodeWrapperBase()
    + context()
    + effect()
    + control()
    + frame_state()
v8::internal::compiler
    ::JSCallOrConstructNode
+ kTargetInputCount
+ kReceiverOrNewTargetInput
+ kFeedbackVectorInputCount
+ kExtraInputCount
+ kFeedbackVectorIsLastInput
+ kHaveldenticalLayouts
+ JSCallOrConstructNode()
+ Argument()
+ LastArgumentIndex()
+ LastArgument()
+ ArgumentOr()
+ ArgumentOrUndefined()
+ ArgumentCount()
+ FeedbackVectorIndex()
+ feedback vector()
+ ArityForArgc()
+ FirstArgumentIndex()
+ ArgumentIndex()
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IsValidNode()
   v8::internal::compiler
   ::|SConstructNodeBase
         < kOpcode >
   + kNewTargetInputCount
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   + Parameters()
   + ArgumentCount()
```