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

    node

    + NodeWrapper()
    + operator Node *()
    + operator->()
    # node()
     # set node()
v8::internal::compiler
 ::CommonNodeWrapperBase
+ CommonNodeWrapperBase()
+ effect()
+ control()
v8::internal::compiler
         ::FrameState
+ kFrameStateParametersInput
+ kFrameStateLocalsInput
+ kFrameStateStackInput
+ kFrameStateContextInput
+ kFrameStateFunctionInput
+ kFrameStateOuterStateInput
+ kFrameStateInputCount
+ FrameState()
+ frame state info()
+ parameters()
+ locals()
+ stack()
+ context()
+ function()
+ outer_frame state()
```