```
v8::internal::compiler
   ::turboshaft::Operation
+ opcode
+ saturated_use_count
+ input_count
+ inputs()
+ input()
+ StorageSlotCount()
+ outputs_rep()
+ inputs_rep()
+ Is()
+ Cast()
+ Cast()
+ TryCast()
+ TryCast()
and 9 more...
+ StorageSlotCount()
# Operation()
# V8_CLANG_
# Operation()
              NO_SANITIZE()
# operator=()
                    v8::internal::compiler
                    ::turboshaft::OperationT
                            < Derived >
                    + opcode
                    + IsRequiredWhenUnused()
                    + derived_this()
+ derived_this()
                    + inputs()
                    + inputs()
                    + input()
                    + input()
                    + input()
                    + StorageSlotCount()
                    + OperationT()
                    and 8 more...
                    + Effects()
                    + IsBlockTerminator()
                    + EffectsIfStatic()
                    + StorageSlotCount()
                    + New()
                    + New()
                    outputs_rep()
                    inputs_rep()
                    PrintOptionsHelper()
                          < CheckMapsOp >
 v8::internal::compiler
 ::turboshaft::OperationT
      < CheckMapsOp >
 + opcode
 + IsRequiredWhenUnused()
 + derived_this()
 + derived_this()
 + inputs()
 + inputs()
 + input()
 + input()
 + input()
 + StorageSlotCount()
 + OperationT()
 and 8 more...
 + Effects()
 + IsBlockTerminator()
 + EffectsIfStatic()
 + StorageSlotCount()
 + New()
 + New()
 outputs_rep()
 inputs_rep()
 PrintOptionsHelper()
               Δ
  v8::internal::compiler
  ::turboshaft::CheckMapsOp
  + flags
  + maps
  + feedback
  + effects
  + outputs_rep()
  + inputs_rep()
  + heap_object()
  + frame_state()
  + map()
  + CheckMapsOp()
  + Validate()
  + options()
  + PrintOptions()
```

+ Explode() + New()