## NON EXPORTED BASEZoneObject v8::internal::compiler ::Operator - mnemonic opcode - properties - value in - effect in - control in value out - effect out - control out + Operator() + Operator() + operator=() + ~Operator() + opcode() + mnemonic() + Equals() + HashCode() + HasProperty() + properties() and 8 more... + ZerolfEliminatable() + ZerolfNoThrow() + ZerolfPure() # PrintTolmpl() v8::internal::compiler ::CommonOperatorGlobalCache ::ReturnOperator< kValueInputCount >

+ ReturnOperator()