```
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_NO_SANITIZE()
# Operation()
    # 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()
                         v8::internal::compiler
                         ::turboshaft::FixedArityOperation
                            T< InputCount, Derived >
                         + input_count
                         + FixedArityOperationT()
                         + ExplodeImpl()
                         + Explode()
                         + New()
                                 < 3, ConvertJSPrimitiveTo
                                        ObjectOp >
v8::internal::compiler
::turboshaft::FixedArityOperation
T< 3, ConvertJSPrimitiveToObjectOp >
+ input_count
  FixedArityOperationT()
+ ExplodeImpl()
+ Explode()
+ New()
                    Д
  v8::internal::compiler
  ::turboshaft::ConvertJSPrimitive
              ToObjectOp
  + mode
  + effects
  + outputs_rep()
  + inputs_rep()
  + value()
  + native_context()
+ global_proxy()
+ ConvertJSPrimitiveToObjectOp()
  + options()
```