```
::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, WordBinopDeoptOnOverflowOp >
v8::internal::compiler
::turboshaft::FixedArityOperation
T< 3, WordBinopDeoptOnOverflowOp >
+ input_count
+ FixedArityOperationT()
  explodelilibi()
+ Explode()
+ New()
                   Д
  v8::internal::compiler
  ::turboshaft::WordBinopDeopt
            OnOverflowOp
  + kind
  + rep
  + feedback
  + mode
  + effects
  + outputs_rep()
  + inputs_rep()
  + left()
  + right()
  + frame_state()
  + WordBinopDeoptOnOverflowOp()
  + Validate()
  + options()
  + PrintOptions()
```

v8::internal::compiler