```
v8::internal::compiler
    ::turboshaft::Operation
+ opcode
+ saturated_use_count
+ input_count
+ inputs()
 + input()
+ StorageSlotCount()
+ outputs_rep()
+ inputs_rep()
+ ls()
+ 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, BigIntBinopOp >
v8::internal::compiler
::turboshaft::FixedArityOperation
     T< 3, BigIntBinopOp >
+ input_count
+ FixedArityOperationT()
  explode(mpl()
+ Explode()
+ New()
   v8::internal::compiler
  ::turboshaft::BigIntBinopOp
  + kind
   + effects
   + outputs_rep()
   + inputs_rep()
   + left()
   + right()
   + frame state()
   + BigIntBinopOp()
   + Validate()
```

+ options()