```
v8::internal::compiler
 ::turboshaft::Range< T >
 - begin
 - end
 - stride
 + Range()
 + Begin()
 + IsEnd()
 + Advance()
 + Dereference()
v8::internal::compiler
::turboshaft::Sequence < T >
+ Sequence()
+ IsEnd()
+ Advance()
```

+ Begin() + Dereference()