```
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, ToNumberOrNumericOp >
  v8::internal::compiler
  ::turboshaft::FixedArityOperation
  T< 3, ToNumberOrNumericOp >
  + input_count
  + FixedArityOperationT()
    explodelinbl()
 + Explode()
  + New()
                  Д
v8::internal::compiler
::turboshaft::ToNumberOrNumericOp
+ kind
+ effects
+ inputs_rep()
+ input()
+ frame state()
+ context()
+ ToNumberOrNumericOp()
+ options()
```