```
v8::internal::compiler
             ::Node
      + IsDead()
      + Kill()
      + op()
      + opcode()
      + id()
      + InputCount()
      + Verify()
      + InpuťAt()
      + ReplaceInput()
      + AppendInput()
     and 25 more...
     + New()
      + Clone()
     - Node()

    Node()

      operator=()
     inputs_location()
     inline inputs()
     - outline inputs()
     set_outline_inputs()
     GetInputPtrConst()
     - GetInputPtr()
      GetUsePtr()
     and 10 more...
      NewImpl()
                 -node
     v8::internal::compiler
         ::NodeWrapper
      + NodeWrapper()
      + operator Node *()
      + operator->()
      # node()
      # set node()
    v8::internal::compiler
     ::JSNodeWrapperBase
    + JSNodeWrapperBase()
    + context()
    + effect()
    + control()
    + frame state()
                Δ
v8::internal::compiler
::JSCreateEmptyLiteralArrayNode
+ JSCreateEmptyLiteralArray
Node()
+ Parameters()
```