```
v8::internal::compiler
           ::Node
  + IsDead()
  + Kill()
  + op()
  + opcode()
  + id()
  + InputCount()
  + Verify()
  + InputAt()
  + 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()
             Δ
 v8::internal::compiler
  ::JSNodeWrapperBase
 + JSNodeWrapperBase()
 + context()
 + effect()
 + control()
 + frame_state()
v8::internal::compiler
 ::JSCreateLiteralOpNode
+ JSCreateLiteralOpNode()
+ Parameters()
```