```
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()
v8::internal::compiler
 ::JSNodeWrapperBase
+ JSNodeWrapperBase()
+ context()
+ effect()
+ control()
+ frame_state()
 v8::internal::compiler
   ::JSUnaryOpNode
 + JSUnaryOpNode()
```