```
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
 ::JSStoreInArrayLiteralNode
+ JSStoreInArrayLiteralNode()
```

+ Parameters()