```
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()
                Δ
v8::internal::compiler
::JSDefineKeyedOwnPropertyNode
+ JSDefineKeyedOwnProperty
Node()
+ Parameters()
```