```
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()
                 Δ
v8::internal::compiler
 ::JSLoadNamedFromSuperNode
+ JSLoadNamedFromSuperNode()
```

+ Parameters()