```
::turboshaft::Operation
    + opcode
     + saturated_use_count
     + input_count
    + inputs()
     + input()
    + StorageSlotCount()
     + outputs_rep()
     + inputs_rep()
    + Is()
    + Cast()
     + Cast()
     + TryCast()
     + TryCast()
    and 9 more...
     + StorageSlotCount()
    # Operation()
    # V8_CLANG_NO_SANITIZE()
# Operation()
    # operator=()
     v8::internal::compiler
     ::turboshaft::OperationT
             < Derived >
     + opcode
     + IsRequiredWhenUnused()
     + derived_this()
     + derived_this()
     + inputs()
     + inputs()
     + input()
     + input()
     + input()
     + StorageSlotCount()
     + OperationT()
     and 8 more...
     + Effects()
     + IsBlockTerminator()
     + EffectsIfStatic()
     + StorageSlotCount()
     + New()
     + New()
     outputs_rep()
     inputs_rep()
     PrintOptionsHelper()
                        v8::internal::compiler
                        ::turboshaft::FixedArityOperation
                            T< InputCount, Derived >
                        + input_count
                        + FixedArityOperationT()
                        + ExplodeImpl()
                        + Explode()
                         + New()
                                < 5, MaybeGrowFastElementsOp >
  v8::internal::compiler
  ::turboshaft::FixedArityOperation
  T< 5, MaybeGrowFastElementsOp >
  + input_count
  + FixedArityOperationT()
    explodelilibi()
  + Explode()
  + New()
                   Д
v8::internal::compiler
::turboshaft::MaybeGrowFastElementsOp
+ mode
+ feedback
+ effects
+ outputs_rep()
+ inputs rep()
+ object()
+ elements()
+ index()
+ elements_length()
+ frame_state()
+ MaybeGrowFastElementsOp()
+ Validate()
```

+ options()

v8::internal::compiler