```
::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_
# Operation()
              NO_SANITIZE()
# 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()
                          < CallOp >
 v8::internal::compiler
 ::turboshaft::OperationT
          < CallOp >
 + 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::CallOp
     + descriptor
     + callee_effects
     + Effects()
     + outputs_rep()
+ results_rep()
+ inputs_rep()
     + HasFrameState()
```

+ callee()
+ frame_state()
+ arguments()
+ CallOp()
+ Explode()
+ Validate()
+ options()
+ hash_value()
+ PrintOptions()

+ New()

v8::internal::compiler