```
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::TNode < T >
                 + TNode()
                 + TNode()
+ TNode()
                 + operator=()
                 + operator compiler::
                 Node *()
                 + operator bool()
                 + UncheckedCast()
                 # TNode()
                 # LazyTemplateChecks()
               < v8::internal::Word32T >
                                           < v8::internal::IntPtrT >
v8::internal::TNode
                                  v8::internal::TNode
< v8::internal::Word32T >
                                  < v8::internal::IntPtrT >
# node
                                  # node
+ TNode()
                                  + TNode()
+ TNode()
                                  + TNode()
+ TNode()
                                  + TNode()
+ operator=()
                                  + operator=()
+ operator compiler::
                                  + operator compiler::
Node *()
                                  Node *()
+ operator bool()
                                  + operator bool()
+ UncheckedCast()
                                  + UncheckedCast()
# TNode()
                                  # TNode()
                                  # LazyTemplateChecks()
# LazyTemplateChecks()
                        -reg_count_
                                       -base_reg_location_
                  v8::internal::interpreter
                  ::InterpreterAssembler
                    ::RegListNodePair
                  + RegListNodePair()
                  + reg_count()
                  + base_reg_location()
```