```
v8::internal::compiler
   ::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()
                           < LoadOp >
 v8::internal::compiler
 ::turboshaft::OperationT
          < LoadOp >
 + 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::LoadOp
     + kind
     + loaded_rep
     + result_rep
     + element_size_log2
     + offset
     + Effects()
     + outputs_rep()
+ machine_type()
     + inputs_rep()
     + base()
     + index()
     + LoadOp()
     + Explode()
```

+ Validate() + PrintInputs() + PrintOptions() + options() + OffsetIsValid()

+ New()