```
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_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()
                             < 2, Float64SameValueOp >
v8::internal::compiler
::turboshaft::FixedArityOperation
  T< 2, Float64SameValueOp >
+ input count
+ FixedArityOperationT()
   explode(mp)(
+ Explode()
+ New()
                Д
v8::internal::compiler
::turboshaft::Float64SameValueOp
+ effects
+ outputs_rep()
+ inputs_rep()
+ left()
+ right()
+ Float64SameValueOp()
+ options()
```