```
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::compiler
     ::NodeWrapper
 + NodeWrapper()
 + operator Node *()
 + operator->()
 # node()
 # set_node()
v8::internal::compiler
 ::JSNodeWrapperBase
+ JSNodeWrapperBase()
+ context()
+ effect()
+ control()
+ frame_state()
v8::internal::compiler
 ::JSForInPrepareNode
+ |SForInPrepareNode()
```

+ Parameters()