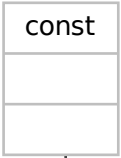
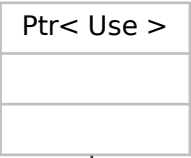
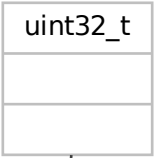


v8::internal::compiler ::Type
+ Type() + IsNone() + IsInvalid() + Is() + Maybe() + Equals() + IsBitset() + IsRange() + IsHeapConstant() + IsOtherNumberConstant() and 20 more... + SignedSmall() + UnsignedSmall() + Constant() + Constant() + Constant() + Range() + Tuple() + Tuple() + Union() + Intersect() + For() + Invalid() - Type() - Type() - IsKind() - ToTypeBase() - IsAny() - IsUnion() - AsBitset() - AsUnion() - BitsetGlb() - BitsetLub() - SlowIs() - SimplyEquals() - FromTypeBase() - NewBitset() - Range() - OtherNumberConstant() - HeapConstant() - Overlap() - Contains() - UpdateRange() - IntersectRangeAndBitset() - ToLimits() - AddToUnion() - IntersectAux() - NormalizeUnion() - NormalizeRangeAndBitset()



-type\_  
-bit\_field\_  
-mark\_  
-count\_  
-first\_use\_  
-input\_root\_  
-kMaxInlineCapacity  
-kOutlineMarker  
-op\_

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()