```
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()
              Δ
  v8::internal::compiler
   ::JSNodeWrapperBase
  + JSNodeWrapperBase()
  + context()
  + effect()
  + control()
  + frame_state()
v8::internal::compiler
 ::JSSetKeyedPropertyNode
+ JSSetKeyedPropertyNode()
+ Parameters()
```