```
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()
                 Δ
v8::internal::compiler
::JSDefineNamedOwnPropertyNode
+ JSDefineNamedOwnProperty
Node()
+ Parameters()
```