```
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()
                            < 4, GenericBinopOp >
v8::internal::compiler
::turboshaft::FixedArityOperation
    T< 4, GenericBinopOp >
+ input_count
+ FixedArityOperationT()
  explode(mpl()
+ Explode()
+ New()
               Δ
  v8::internal::compiler
 ::turboshaft::GenericBinopOp
 + kind
  + effects
 + inputs_rep()
 + left()
 + right()
  + frame state()
 + context()
 + GenericBinopOp()
  + options()
```