```
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
:: JSFindNonDefaultConstructor
       OrConstructNode
+ JSFindNonDefaultConstructor
```

OrConstructNode()