## Inputs final v8::internal::compiler ::Node qo - type - mark - bit field - first use - input root count kOutlineMarker kMaxInlineCapacity + 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()