```
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
 ::JSGetTemplateObjectNode
+ JSGetTemplateObjectNode()
```

+ Parameters()