

c_parser_frontend::
operator_node::Dereference
OperatorNode::SetNodeToDereference



```
graph LR; A["c_parser_frontend::  
operator_node::Dereference  
OperatorNode::SetNodeToDereference"] --> B["c_parser_frontend::  
type_system::PointerType  
::DeReference"]
```

The diagram illustrates a transformation of C++ code into Rust code. A blue arrow points from the left box to the right box. The left box contains C++ code with a namespace, a class member function, and a static member function. The right box contains the equivalent Rust code, which uses a module for the namespace, a struct for the class, and a static method for the function.

c_parser_frontend::
type_system::PointerType
::DeReference