```
v8::internal::ZoneObject
   + operator new()
   + operator new()
   + operator delete()
   + operator delete()
v8::internal::compiler
       ::NodeObserver
has observed changes
+ NodeObserver()
+ ~NodeObserver()
+ NodeObserver()
+ operator=()
+ OnNodeCreated()
+ OnNodeChanged()
+ set has observed changes()
+ has observed changes()
```