```
v8::internal::ZoneObject
     + operator new()
     + operator new()
     + operator delete()
     + operator delete()
                 Λ
       v8::internal::AstNode
    # bit field

    position

     + node type()
     + position()
     + AsIterationStatement()
     + AsMaterializedLiteral()
     # AstNode()
     v8::internal::Expression
+ IsValidReferenceExpression()
+ IsPrivateName()
+ ToBooleanIsTrue()
+ ToBooleanIsFalse()
+ IsPropertyName()
+ IsAnonymousFunctionDefinition()
+ IsConciseMethodDefinition()
+ IsAccessorFunctionDefinition()
+ IsSmiLiteral()
+ IsNumberLiteral()
and 13 more...
# Expression()
 v8::internal::CompareOperation
- Zone
- left
- right
+ op()
+ left()
+ right()
+ IsLiteralStrictCompareBoolean()
+ IsLiteralCompareUndefined()
+ IsLiteralCompareNull()
+ IsLiteralCompareEqualVariable()
CompareOperation()
```