```
v8::internal::ZoneObject
+ operator new()
+ operator new()
+ operator delete()
+ operator delete()
 v8::internal::compiler
      ::SpillRange
 + kUnassignedSlot
 - ranges
 - intervals

    assigned slot

 - byte width
 + SpillRange()
 + SpillRange()
 + operator=()
 + IsEmpty()
 + TryMerge()
 + HasSlot()
 + set assigned slot()
 + assigned slot()
 + byte width()
 + Print()
```