```
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::CallBase
   # expression
   # arguments
   + expression()
   + arguments()
   + spread position()
   # CallBase()
   # ComputeSpreadPosition()
       v8::internal::CallNew
       - Zone
       CallNew()
```