```
v8::internal::compiler
::turboshaft::ZoneWithName
        < Name >
─────────────────────────
- scope_
─────────────────────────
+ ZoneWithName()
+ ZoneWithName()
+ ZoneWithName()
+ operator=()
+ operator=()
+ New()
+ AllocateArray()
+ get()
+ operator Zone *()
+ operator->()
+ Destroy()
```

< ZoneName >   < kGraphZoneName >   < compiler::kGraphZoneName >   < kCompilationZoneName >

```
v8::internal::compiler       v8::internal::compiler        v8::internal::compiler          v8::internal::compiler
::turboshaft::ZoneWithName   ::turboshaft::ZoneWithName    ::turboshaft::ZoneWithName      ::turboshaft::ZoneWithName
    < ZoneName >               < kGraphZoneName >          < compiler::kGraphZoneName >      < kCompilationZoneName >
──────────────────────────   ──────────────────────────   ─────────────────────────────   ──────────────────────────
- scope_                     - scope_                      - scope_                         - scope_
──────────────────────────   ──────────────────────────   ─────────────────────────────   ──────────────────────────
+ ZoneWithName()             + ZoneWithName()              + ZoneWithName()                 + ZoneWithName()
+ ZoneWithName()             + ZoneWithName()              + ZoneWithName()                 + ZoneWithName()
+ ZoneWithName()             + ZoneWithName()              + ZoneWithName()                 + ZoneWithName()
+ operator=()                + operator=()                 + operator=()                    + operator=()
+ operator=()                + operator=()                 + operator=()                    + operator=()
+ New()                      + New()                       + New()                          + New()
+ AllocateArray()            + AllocateArray()             + AllocateArray()                + AllocateArray()
+ get()                      + get()                       + get()                          + get()
+ operator Zone *()          + operator Zone *()           + operator Zone *()              + operator Zone *()
+ operator->()               + operator->()                + operator->()                   + operator->()
+ Destroy()                  + Destroy()                   + Destroy()                      + Destroy()
```