```
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::Assignment
    - Zone

    target

    - value
    + op()
    + target()
    + value()
    + lookup_hoisting_mode()
    + set lookup hoisting
     mode()
    # Assignment()
v8::internal::CompoundAssignment
- Zone
- binary operation
+ binary_operation()
```

CompoundAssignment()