```
v8::internal::ZoneObject
 + operator new()
 + operator new()
 + operator delete()
 + operator delete()
  v8::internal::compiler
     ::OutOfLineCode
  - entry
  - exit
  - frame
  - masm
  - next
  + OutOfLineCode()
  + ~OutOfLineCode()
  + Generate()
  + entry()
  + exit()
  + frame()
  + masm()
  + next()
v8::internal::compiler
::anonymous namespace
{code-generator-ia32.cc}
 ::OutOfLineRecordWrite

    object

- operand
- value

    scratch

- mode
- zone
+ OutOfLineRecordWrite()
```

+ Generate()