v8::internal::ZoneObject

+ operator new()
+ operator new()
+ operator delete()
+ operator delete()

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::Property

- Zone
- obj_
- key_

+ is_optional_chain_link()
+ IsValidReferenceExpression()
+ obj()
+ key()
+ IsSuperAccess()
+ IsPrivateReference()
+ GetAssignType()
- Property()