```
v8::internal::ZoneObject
      + operator new()
     + operator new()
     + operator delete()
      + operator delete()
                 Λ
       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()
                 Δ
     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()
```