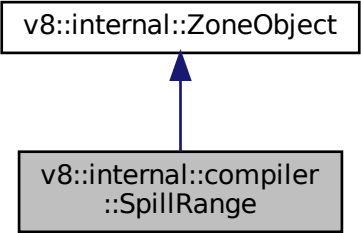


v8::internal::ZoneObject



```
graph BT; A["v8::internal::compiler::SpillRange"] --> B["v8::internal::ZoneObject"]
```

v8::internal::compiler
::SpillRange