```
v8::internal::ZoneObject
      + operator new()
      + operator new()
      + operator delete()
       + operator delete()
                  Δ
     v8::internal::RegExpNode
   + kNodelsTooComplexForFixed
  LengthLoops
  + kRecursionBudget
   + kMaxCopiesCodeGenerated
  # replacement_
   - label
  on_work_list_
  - info

    eats_at_least_

  trace_count_
  bm_info_
   zone

    kFirstCharBudget

  + RegExpNode()
   + ~RegExpNode()
   + Accept()
  + Emit()
   + EatsAtLeast()
   + EatsAtLeastFromLoopEntry()
   + EmitQuickCheck()
  + GetQuickCheckDetails()
   + GetQuickCheckDetailsFrom
  LoopEntry()
  + FixedLengthLoopLength()
  and 17 more...
  # LimitVersions()
  # set bm info()
                  Δ
      v8::internal::ChoiceNode
# alternatives
not_at_start

    being_calculated

+ ChoiceNode()
+ AsChoiceNode()
+ Accept()
+ AddAlternative()
+ alternatives()
+ Emit()
+ GetQuickCheckDetails()
+ FillInBMInfo()
+ being_calculated()
+ not_at_start()
+ set_not_at_start()
+ set_being_calculated()
+ try_to_emit_quick_check
_for_alternative()
+ FilterOneByte()
+ read_backward()
# FixedLengthLoopLengthFor
Alternative()
· GenerateGuard()

    CalculatePreloadCharacters()

- EmitOutOfLineContinuation()
SetUpPreLoad()

    AssertGuardsMentionRegisters()

    EmitOptimizedUnanchoredSearch()

- EmitChoices()
EmitFixedLengthLoop()
   v8::internal::LoopChoiceNode
   loop_node
  - continue_node_
- body_can_be_zero_length_
- read_backward_
   traversed_loop_initialization
   node
   min_loop_iterations
   + LoopChoiceNode()
   + AddLoopAlternative()
   + AddContinueAlternative()
   + Emit()
   + GetQuickCheckDetails()

    GetQuickCheckDetailsFrom

   LoopEntry()
   + FillInBMInfo()
   + EatsAtLeastFromLoopEntry()
   + loop_node()
   + continue_node()
   and 6 more..
   - AddAlternative()
```