```
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-loong64.cc}
   ::OutOfLineRecordWrite
- object
- offset
- value
- mode
- must save Ir
- zone
- indirect pointer tag
+ OutOfLineRecordWrite()
+ Generate()
```