```
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::Suspend
      - Zone

    expression

      + expression()
      + on_abrupt_resume()
      - Suspend()
       v8::internal::YieldStar
       - Zone
       YieldStar()
```