```
v8::internal::ZoneObject
     + operator new()
     + operator new()
     + operator delete()
     + operator delete()
       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::NaryOperation
    - Zone
    first

    subsequent

   + op()
   + first()
   + subsequent()
   + subsequent_length()
   + subsequent_op_position()
   + AddSubsequent()
   + last()
   + UpdateLast()
   NaryOperation()
```