```
v8::internal::ZoneObject
 + operator new()
 + operator new()
 + operator delete()
 + operator delete()
v8::internal::compiler
  ::ProcessedFeedback
kind
- slot kind
+ kind()
+ slot kind()
+ IsInsufficient()
+ AsBinaryOperation()
+ AsTypeOf()
+ AsCall()
+ AsCompareOperation()
+ AsElementAccess()
+ AsForIn()
+ AsGlobalAccess()
and 6 more...
# ProcessedFeedback()
v8::internal::compiler
     ::CallFeedback
- target
- frequency
- mode
- content
+ CallFeedback()
+ target()
+ frequency()
+ speculation mode()
+ call feedback content()
```