```
v8::internal::ZoneObject
 + operator new()
 + operator new()
 + operator delete()
 + operator delete()
 v8::internal::compiler
        ::ObjectData

    object

    kind

 + ObjectData()
 + object()
 + kind()
 + is smi()
 + should_access_heap()
 + IsNull()
v8::internal::compiler
     ::HeapObjectData
- map
+ HeapObjectData()
+ TryGetBooleanValue()
+ map()
+ GetMapInstanceType()

    TryGetBooleanValueImpl()

   v8::internal::compiler
        ::BigIntData
   - as uint64
   - as int64

    lossless

   + BigIntData()
   + AsUint64()
   + AsInt64()
```