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

    zone

    fields

    elements

+ HalfState()
+ Equals()
+ IsEmpty()
+ IntersectWith()
+ KillField()
+ AddField()
+ LookupField()
+ Print()
Update()
- Print()
- Print()
```