```
v8::internal::ZoneObject
  + operator new()
  + operator new()
 + operator delete()
  + operator delete()
v8::internal::LiteralProperty
# key and is computed
name
# value
+ kev()
+ value()
+ is computed name()
+ NeedsSetFunctionName()
# LiteralProperty()
 v8::internal::ObjectLiteral
         Property
 - Zone
 - kind
 - emit store
 + kind()
 + IsCompileTimeValue()
 + set emit store()
 + emit store()
 + IsNullPrototype()
 + IsPrototype()

    ObjectLiteralProperty()

    ObjectLiteralProperty()
```