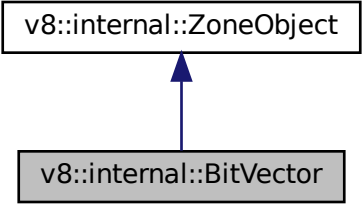


v8::internal::ZoneObject



```
graph BT; Guard[v8::internal::Guard] --> ZoneObject[v8::internal::ZoneObject];
```

v8::internal::Guard