```
v8::internal::ZoneObject
+ operator new()
+ operator new()
+ operator delete()
+ operator delete()
 v8::internal::compiler
     ::Assessment
 # kind
 + Assessment()
 + operator=()
 + kind()
 # Assessment()
 v8::internal::compiler
   ::FinalAssessment

    virtual register

 + FinalAssessment()
 + FinalAssessment()
 + operator=()
 + virtual register()
 + cast()
```