```
v8::internal::ZoneObject
  + operator new()
  + operator new()
  + operator delete()
  + operator delete()
v8::internal::compiler
    ::FrameAccessState
- frame
- access frame with fp
- sp delta
- has frame
+ FrameAccessState()
+ frame()
+ MarkHasFrame()
+ sp delta()
+ ClearSPDelta()
+ IncreaseSPDelta()
+ access frame with fp()
+ has frame()
+ SetFrameAccessToDefault()
+ SetFrameAccessToFP()
+ SetFrameAccessToSP()
+ GetSPToFPSlotCount()
+ GetSPToFPOffset()
+ GetFrameOffset()
```