```
v8::internal::ZoneObject
     + operator new()
     + operator new()
     + operator delete()
     + operator delete()
       v8::internal::AstNode
    # bit field

    position

     + node type()
     + position()
     + AsIterationStatement()
     + AsMaterializedLiteral()
     # AstNode()
     v8::internal::Expression
+ IsValidReferenceExpression()
+ IsPrivateName()
+ ToBooleanIsTrue()
+ ToBooleanIsFalse()
+ IsPropertyName()
+ IsAnonymousFunctionDefinition()
+ IsConciseMethodDefinition()
+ IsAccessorFunctionDefinition()
+ IsSmiLiteral()
+ IsNumberLiteral()
and 13 more...
# Expression()
   v8::internal::Conditional
               Chain
   - Zone
   - conditional chain entries
   else_expression_
   + condition at()
   + then expression at()
   + condition_position_at()
   + conditional chain Tength()
   + else_expression()
   + set else expression()
   + AddChainEntry()
   ConditionalChain()
```