```
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::Statement
  # Statement()
v8::internal::WithStatement

    Zone

    scope

    expression

- statement
+ scope()
+ expression()
+ statement()
+ set statement()
WithStatement()
```