```
v8::internal::ZoneObject
      + operator new()
      + operator new()
      + operator delete()
      + operator delete()
                  Λ
       v8::internal::AstNode
     # bit field
     - position
     + node type()
     + position()
     + AsIterationStatement()
     + AsMaterializedLiteral()
     # AstNode()
      v8::internal::Expression
+ IsValidReferenceExpression()
+ lsPrivateName()
+ ToBooleanIsTrue()
+ ToBooleanIsFalse()
+ IsPropertyName()
+ IsAnonymousFunctionDefinition()
+ IsConciseMethodDefinition()
+ IsAccessorFunctionDefinition()
+ IsSmiLiteral()
+ IsNumberLiteral()
and 13 more.
# Expression()
                  Δ
    v8::internal::FunctionLiteral
    expected_property_count_
   - parameter_count

    function_length

    function_token_position_

   suspend_countfunction_literal
                      id
   raw_name_scope_
    - body
   - raw inferred_name
    shared_function_info
   produced_preparse_data
    + GetName()
    + has_shared_name()
    + raw_name()
+ set_raw_name()
    + scope()
    + body()
    + set_function_token
    position()
    + function_token_position()
+ start_position()
    + end_position() and 39 more...
    FunctionLiteral()
```