```
v8::internal::ZoneObject
     + operator new()
     + operator new()
     + operator delete()
     + operator delete()
v8::internal::compiler
::MemoryLowering::AllocationState
- Zone
- group
- size
- top
- effect
+ AllocationState()
+ operator=()
+ IsYoungGenerationAllocation()
+ group()
+ top()
+ effect()
+ size()
+ Empty()
+ Closed()
+ Open()
- AllocationState()
AllocationState()
AllocationState()
```