```
v8::internal::ZoneObject
    + operator new()
    + operator new()
    + operator delete()
    + operator delete()
v8::internal::compiler
::LoadFlimination::AbstractState
- elements
- fields

    const fields

- maps
- const fields count

    fields count

- empty state
+ Equals()
+ Merge()
+ SetMaps()
+ KillMaps()
+ KillMaps()
+ LookupMaps()
+ AddField()
+ KillConstField()
+ KillField()
+ KillField()
and 7 more...
+ empty state()
FieldsEquals()
FieldsMerge()
```