```
v8::internal::ZoneObject
+ operator new()
+ operator new()
+ operator delete()
+ operator delete()
 v8::internal::compiler
       ::LoopTree
 - zone
 - outer loops
 - all loops
 - node to loop num

    loop nodes

 + LoopTree()
 + ContainingLoop()
 + Contains()
 + outer loops()
 + inner loops()
 + LoopNum()
 + HeaderNodes()
 + HeaderNode()
 + BodyNodes()
 + ExitNodes()
 + LoopNodes()
 + GetLoopControl()
 + zone()
 NewLoop()
 - SetParent()
```