```
v8::internal::ZoneObject
+ operator new()
+ operator new()
+ operator delete()
+ operator delete()
 v8::internal::BitVector
 + kDataBits
 + kDataBitShift
 - lenath
 - data
 - data begin
 - data_end
 + BitVector()
 + BitVector()
 + BitVector()
 + BitVector()
 + operator=()
 + BitVector()
 + operator=()
 + CopyFrom()
 + Resize()
 + Contains()
 and 15 more...
 - is inline()
 data length()
 word()
 - bit()
```