```
v8::internal::ZoneObject
+ operator new()
+ operator new()
+ operator delete()
+ operator delete()
v8::internal::compiler
  ::ProcessedFeedback
- kind
- slot kind
+ kind()
+ slot kind()
+ IsInsufficient()
+ AsBinaryOperation()
+ AsTypeOf()
+ AsCall()
+ AsCompareOperation()
+ AsElementAccess()
+ AsForIn()
+ AsGlobalAccess()
and 6 more...
# ProcessedFeedback()
v8::internal::compiler
 ::InsufficientFeedback
+ InsufficientFeedback()
```