```
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
 ::ElementAccessFeedback

    keyed mode

- transition groups
+ ElementAccessFeedback()
+ keyed mode()
+ transition groups()
+ HasOnlyStringMaps()
+ AddGroup()
+ Refine()
+ Refine()
+ Refine()
```