```
v8::internal::ZoneObject
      + operator new()
      + operator new()
      + operator delete()
      + operator delete()
                 Λ
       v8::internal::AstNode
     # bit field
     position_
     + node type()
     + position()
     + AsIterationStatement()
     + AsMaterializedLiteral()
     # AstNode()
      v8::internal::Expression
+ IsValidReferenceExpression()
+ IsPrivateName()
+ ToBooleanIsTrue()
+ ToBooleanIsFalse()
+ IsPropertyName()
+ IsAnonymousFunctionDefinition()
+ IsConciseMethodDefinition()
+ IsAccessorFunctionDefinition()
+ IsSmiLiteral()
+ IsNumberLiteral()
and 13 more...
# Expression()
     v8::internal::ImportCall
            Expression
     - Zone
     - specifier
     - phase
     import_options_
     + specifier()
     + phase()
     + import_options()
- ImportCallExpression()
     ImportCallExpression()
```