```
v8::internal::ZoneObject
+ operator new()
+ operator new()
+ operator delete()
+ operator delete()
  v8::internal::AstNode
# bit field
- position
+ node type()
+ position()
+ AsIterationStatement()
+ AsMaterializedLiteral()
# AstNode()
 v8::internal::Statement
 # Statement()
v8::internal::Expression
       Statement
- Zone
- expression
+ set expression()
+ expression()
ExpressionStatement()
```