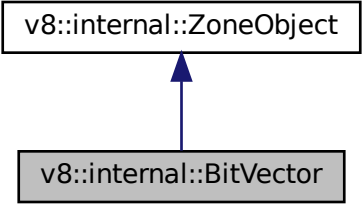


v8::internal::ZoneObject



v8::internal::Variable