```
v8::internal::ZoneObject
     + operator new()
     + operator new()
     + operator delete()
     + operator delete()
      v8::internal::Variable
+ kUncacheableHoleCheckBitmap
+ kHoleCheckBitmapBits
- scope
- name
- local if not shadowed
- next
- index
- initializer position
- bit field
- hole check analysis
bit field
- List
+ Variable()
+ Variable()
+ scope()
+ set scope()
+ name()
+ raw name()
+ mode()
+ set mode()
+ set is static flag()
+ is static flag()
and 45 more...
+ DefaultInitializationFlag()
- set maybe assigned()
- HoleCheckBitmapIndex()

    AssignHoleCheckBitmapIndex()

next()
```