```
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()
+ lsPrivateName()
+ ToBooleanIsTrue()
+ ToBooleanIsFalse()
+ IsPropertyName()
+ IsAnonymousFunctionDefinition()
+ IsConciseMethodDefinition()
+ IsAccessorFunctionDefinition()
+ IsSmiLiteral()
+ IsNumberLiteral()
and 13 more.
# Expression()
                  Δ
    v8::internal::VariableProxy
  + raw name
  + var

    Zone

  - @8

    next unresolved

  + IsValidReferenceExpression()
  + name()
  + raw_name()
  + var()
  + set_var()
  + location()
  + is_assigned()
  + set_is_assigned()
+ clear_is_assigned()
 + is_resolved() and 12 more...
   VariableProxy()
  VariableProxy()

    VariableProxy()

    next()
```