```
v8::internal::ZoneObject
   + operator new()
   + operator new()
   + operator delete()
   + operator delete()
    v8::internal::compiler
      ::OutOfLineCode
    - entry
    - exit
    - frame
    - masm
    - next
    + OutOfLineCode()
    + ~OutOfLineCode()
    + Generate()
    + entry()
    + exit()
    + frame()
    + masm()
    + next()
v8::internal::compiler
::anonymous namespace
{code-generator-ia32.cc}
 ::OutOfLineLoadFloat32NaN
- result
+ OutOfLineLoadFloat32NaN()
+ Generate()
```