```
v8::internal::ZoneObject
      + operator new()
      + operator new()
+ operator delete()
      + operator delete()
                  Δ
       v8::internal::AstNode
     # bit field

    position

     + node_type()
     + position()
     + AsIterationStatement()
     + AsMaterializedLiteral()
     # AstNode()
                  Δ
      v8::internal::Expression
+ IsValidReferenceExpression()
+ IsPrivateName()
+ ToBooleanIsTrue()
+ ToBooleanIsFalse()
+ IsPropertyName()
+ IsAnonymousFunctionDefinition()
+ IsConciseMethodDefinition()
+ IsAccessorFunctionDefinition()
+ IsSmiLiteral()
+ IsNumberLiteral()
and 13 more.
# Expression()
      v8::internal::ClassLiteral
- Zone
- end position
- scope

    extends

- constructor

    public members

- private
          members
static_initializer
 instance_members_initializer
 function
- home_object_
- static_home_object
+ scope()
+ extends()
+ constructor()
+ public_members()
+ private_members()
+ start_position()
+ end_position()
+ has_static_computed
 names()
+ is
     _anonymous_expression()
+ IsAnonymousFunctionDefinition()
+ static_initializer()
+ instance_members_initializer
_function()
+ home_object()
+ static_home_object()
+ static_home
· ClassLiteral()
```