```
v8::internal::ZoneObject
    + operator new()
    + operator new()
    + operator delete()
    + operator delete()
      v8::internal::AstNode
   # bit field
   position_
   + node type()
   + position()
   + AsIterationStatement()
   + AsMaterializedLiteral()
   # AstNode()
    v8::internal::Declaration
    - var
    - next

    List

    + var()
    + set_var()
# Declaration()
    next()
v8::internal::VariableDeclaration
- Zone
+ AsNested()
# VariableDeclaration()
 v8::internal::NestedVariable
           Declaration

    Zone

 - scope
 + scope()

    NestedVariableDeclaration()
```