```
v8::internal::ZoneMapInit
     < ZoneMap >
- zone
+ ZoneMapInit()
+ operator()()
             < ZoneMap< K, V, std
                ::less < K > > >
```

```
v8::internal::ZoneMapInit
< ZoneMap< K, V, std::less
```

< K > > >

- zone

+ ZoneMapInit() + operator()()