```
v8::internal::ZoneObject
+ operator new()
+ operator new()
+ operator delete()
+ operator delete()
v8::internal::compiler
  ::OperandAssigner
- data
+ OperandAssigner()
+ OperandAssigner()
+ operator=()
+ DecideSpillingMode()
+ AssignSpillSlots()
+ CommitAssignment()

    data()
```