```
v8::internal::ZoneObject
  + operator new()
  + operator new()
+ operator delete()
  + operator delete()
 v8::internal::compiler
    ::ProcessedFeedback
  - kind
  - slot_kind
  + kind()
  + slot kind()
  + IsInsufficient()
  + AsBinaryOperation()
  + AsTypeOf()
  + AsCall()
  + AsCompareOperation()
  + AsElementAccess()
  + AsForIn()
  + AsGlobalAccess()
  and 6 more..
  # ProcessedFeedback()
                    v8::internal::compiler
                    ::SingleValueFeedback
                            < T, K >
                    - value
                    + SingleValueFeedback()
                    + value()
                           < AllocationSiteRef,
                          ProcessedFeedback::
                                kLiteral >
v8::internal::compiler
::SingleValueFeedback
< AllocationSiteRef, Processed
     Feedback::kLiteral >
value_
+ SingleValueFeedback()
+ value()
   v8::internal::compiler
       ::LiteralFeedback
   SingleValueFeedback()
```