## NON EXPORTED BASEZoneObject v8::internal::compiler ::BasicBlock - loop number - rpo number deferred - dominator depth - dominator - rpo next - loop header - loop end - loop depth control - control input - nodes successors predecessors - id + BasicBlock() + BasicBlock() + operator=() + id()+ Print() + predecessors() + predecessors() + PredecessorCount() + PredecessorAt() + ClearPredecessors() and 50 more... + GetCommonDominator()