v8::internal::ZoneObject + operator new() + operator new() + operator delete() + operator delete() v8::internal::ZoneChunkList< T > + kInitialChunkCapacity + kMaxChunkCapacity - zone - size - front - last nonempty + ZoneChunkList() + MOVE ONLY NO DEFAULT CONSTRUCTOR() + size() + empty() + front() + front() + back() + back() + push back() + push front() and 15 more.. NewChunk() SeekIndex() NextChunkCapacity() < v8::internal::MaglevSafepoint < int > TableBuilder::EntryBuilder > v8::internal::ZoneChunkList v8::internal::ZoneChunkList < v8::internal::MaglevSafepoint < int > TableBuilder::EntryBuilder > + kInitialChunkCapacity + kInitialChunkCapacity + kMaxChunkCapacity + kMaxChunkCapacity - zone size_front_ last_nonempty_ - last nonempty + ZoneChunkList() + ZoneChunkList() + MOVE ONLY NO DEFAULT + MOVE ONLY NO DEFAULT CONSTRUCTOR() CONSTRUCTOR() + size() + empty() + front() + front() + back() + back() + push back() + push_back() + push_front() + push front() and 15 more... and 15 more... - NewChunk() - NewChunk() SeekIndex() - SeekIndex() NextChunkCapacity() NextChunkCapacity()

zone_

- front

_ size()

+ empty()

+ front()

+ front()

+ back()

+ back()

- size