```
v8::internal::ZoneObject
  + operator new()
  + operator new()
  + operator delete()
  + operator delete()
v8::internal::compiler
::Csal oadFlimination::
          HalfState
- zone
- fresh entries

    constant entries

- arbitrary entries
- fresh unknown entries
- constant unknown entries
- arbitrary unknown entries
+ HalfState()
+ Equals()
+ IntersectWith()
+ KillField()
+ AddField()
+ Lookup()
+ Print()
KillOffsetInFresh()
- Update()
- KillOffset()
IntersectWith()
- Print()
Print()
```