```
v8::internal::AstNode
     # bit_field_

    position

     + node type()
     + position()
     + AsIterationStatement()
     + AsMaterializedLiteral()
     # AstNode()
      v8::internal::Expression
+ IsValidReferenceExpression()
+ IsPrivateName()
+ ToBooleanIsTrue()
+ ToBooleanIsFalse()
+ IsPropertyName()
+ IsAnonymousFunctionDefinition()
+ IsConciseMethodDefinition()
+ IsAccessorFunctionDefinition()
+ IsSmiLiteral()
+ IsNumberLiteral()
and 13 more...
# Expression()
   v8::internal::Materialized
               Literal
   + IsSimple()
   # MaterializedLiteral()
   # NeedsInitialAllocationSite()
    v8::internal::RegExpLiteral
    - Zone
    - flags_
    pattern_
    + pattern()
    + raw pattern()
    + flags()

    RegExpLiteral()
```