NON EXPORTED BASEZoneObject v8::internal::compiler ::Schedule zone - all blocks nodeid to block - rpo order start - end + Schedule() + Schedule() + operator=() + block() + IsScheduled() + GetBlockById() + ClearBlockById() + BasicBlockCount() + RpoBlockCount() + SameBasicBlock() and 20 more... - EnsureCFGWellFormedness() EliminateRedundantPhiNodes() EnsureSplitEdgeForm() MovePhis() PropagateDeferredMark() - AddSuccessor() - MoveSuccessors() SetControlInput() SetBlockForNode()