```
v8::internal::ZoneObject
+ operator new()
+ operator new()
+ operator delete()
+ operator delete()
                 v8::internal::BitVector
                 + BitVector()
                 + BitVector()
                 + BitVector()
                 + BitVector()
                 + operator=()
                 + BitVector()
                 + operator=()
                 + CopyFrom()
                 + Resize()
                 + Contains()
                 and 15 more...
                 - is_inline()
                 data_length()
                 - word()
                 bit()
                     -bit_vector_
v8::internal::compiler
 ::BytecodeLivenessState
+ BytecodeLivenessState()
+ BytecodeLivenessState()
+ operator=()
+ BytecodeLivenessState()
+ RegisterIsLive()
+ AccumulatorIsLive()
+ Equals()
+ MarkRegisterLive()
+ MarkRegisterDead()
+ MarkAccumulatorLive()
and 9 more...
              +in
              +out
  v8::internal::compiler
    ::BytecodeLiveness
              -liveness
v8::internal::compiler
 ::BytecodeLivenessMap
+ BytecodeLivenessMap()
+ InsertNewLiveness()
+ GetLiveness()
+ GetLiveness()
+ GetInLiveness()
 GetInLiveness()
 GetOutLiveness()
```

+ GetOutLiveness()