```
v8::internal::ZoneObject
+ operator new()
+ operator new()
+ operator delete()
+ operator delete()
v8::internal::compiler
 ::FrameStateDescriptor
+ kImpossibleValue

    type

- bailout id
- frame state combine
- parameters count
- max arguments
- locals count
stack_count

    total conservative

frame size in bytes
- values
- shared info
- bytecode array
- outer state

    wasm function index

+ FrameStateDescriptor()
+ type()
+ bailout id()
+ state combine()
+ parameters count()
+ max_arguments()
+ locals count()
+ stack count()
+ shared info()
+ bytecode array()
and 11 more...
```