```
v8::internal::ZoneObject
+ operator new()
+ operator new()
+ operator delete()
+ operator delete()
  v8::internal::AstNode
# bit field

    position

+ node type()
+ position()
+ AsIterationStatement()
+ AsMaterializedLiteral()
# AstNode()
 v8::internal::Statement
 # Statement()
v8::internal::IfStatement
- Zone

    condition

- then statement

    else statement

+ HasThenStatement()
+ HasElseStatement()
+ condition()
+ then_statement()
+ else statement()
+ set then statement()
+ set else statement()
IfStatement()
```