```
v8::internal::ZoneObject
 + operator new()
 + operator new()
 + operator delete()
 + operator delete()
   v8::internal::compiler
     ::GraphDecorator
   + ~GraphDecorator()
   + Decorate()
v8::internal::compiler
 ::BreakOnNodeDecorator
- node id
+ BreakOnNodeDecorator()
+ Decorate()
```