```
v8::internal::ZoneObject
  + operator new()
  + operator new()
  + operator delete()
  + operator delete()
v8::internal::compiler
     ::ConstraintBuilder
- data
+ ConstraintBuilder()
+ ConstraintBuilder()
+ operator=()
+ MeetRegisterConstraints()
+ ResolvePhis()
- data()
code()
allocation zone()

    AllocateFixed()

MeetRegisterConstraints()
MeetConstraintsBefore()
MeetConstraintsAfter()

    MeetRegisterConstraintsFor

LastInstructionInBlock()
```

ResolvePhis()