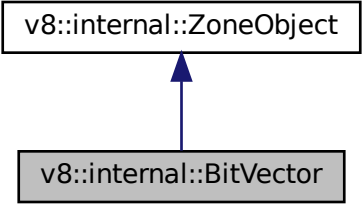


v8::internal::ZoneObject



```
graph BT; BitVector[v8::internal::BitVector] --> ZoneObject[v8::internal::ZoneObject]
```

v8::internal::BitVector