```
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::Expression
+ IsValidReferenceExpression()
+ IsPrivateName()
+ ToBooleanIsTrue()
+ ToBooleanIsFalse()
+ IsPropertyName()
+ IsAnonymousFunctionDefinition()
+ IsConciseMethodDefinition()
+ IsAccessorFunctionDefinition()
+ IsSmiLiteral()
+ IsNumberLiteral()
and 13 more...
# Expression()
 v8::internal::SuperCallReference
 - Zone
 - new_target_var
 - this function var
 + new_target_var()
+ this_function_var()

    SuperCallReference()
```