```
v8::internal::ZoneObject
 + operator new()
 + operator new()
 + operator delete()
 + operator delete()
v8::internal::compiler
   ::BlockAssessments
- map
- map for moves
- stale ref stack slots
- spill slot delta
- zone

    sequence

+ BlockAssessments()
+ BlockAssessments()
+ operator=()
+ Drop()
+ DropRegisters()
+ AddDefinition()
+ PerformMoves()
+ PerformParallelMoves()
```

+ CopyFrom()

and 7 more...

+ CheckReferenceMap()