```
v8::internal::ZoneObject
   + operator new()
   + operator new()
   + operator delete()
   + operator delete()
v8::internal::ZonePreparseData
- byte data
- children
+ ZonePreparseData()
+ ZonePreparseData()
+ operator=()
+ Serialize()
+ Serialize()
+ children length()
+ get child()
+ set_child()
+ byte data()
```