```
v8::internal::ZoneObject
     + operator new()
     + operator new()
     + operator delete()
     + operator delete()
                 Λ
       v8::internal::AstNode
     # bit field
     - position
     + node type()
     + position()
     + AsIterationStatement()
     + AsMaterializedLiteral()
     # AstNode()
                 Δ
     v8::internal::Expression
+ IsValidReferenceExpression()
+ IsPrivateName()
  ToBooleanIsTrue()
+ ToBooleanIsFalse()
+ IsPropertyName()
+ IsAnonymousFunctionDefinition()
+ IsConciseMethodDefinition()
+ IsAccessorFunctionDefinition()
+ IsSmiLiteral()
+ IsNumberLiteral()
and 13 more..
# Expression()
        v8::internal::Literal
     + string
     + cons_string
     + smi
     + number
     + bigint
     + boolean
     Zone
     - @6
     + type()
     + IsPropertyName()
     + AsArrayIndex()
     + AsRawPropertyName()
     + AsSmiLiteral()
     + AsBooleanLiteral()
     + IsNumber()
     + AsNumber()
     + AsBigInt()
     + IsRawString()
     and 8 more...
     + Match()
     Literal()
     Literal()
     - Literal()
     - Literal()
      Literal()
      Literal()
     Literal()
```