

v8::internal::ZoneObject

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graph BT; A[v8::internal::ZoneObject] --> B[v8::internal::compiler::ObjectData]; B --> C[v8::internal::compiler::HeapObjectData]; C --> D[v8::internal::compiler::HeapNumberData];
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v8::internal::compiler::ObjectData

v8::internal::compiler::HeapObjectData

v8::internal::compiler::HeapNumberData