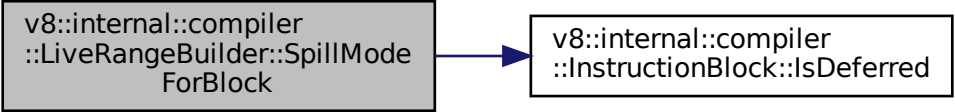


v8::internal::compiler
::LiveRangeBuilder::SpillMode
ForBlock



```
graph LR; A["v8::internal::compiler::LiveRangeBuilder::SpillModeForBlock"] --> B["v8::internal::compiler::InstructionBlock::IsDeferred"]
```

v8::internal::compiler
::InstructionBlock::IsDeferred