

v8::internal::BufferedUtf16
CharacterStream::ReadBlock

```
graph LR; A[v8::internal::BufferedUtf16  
CharacterStream::ReadBlock] --> B[v8::internal::BufferedUtf16  
CharacterStream::FillBuffer]; A --> C[v8::internal::Utf16Character  
Stream::pos];
```

v8::internal::BufferedUtf16
CharacterStream::FillBuffer

v8::internal::Utf16Character
Stream::pos