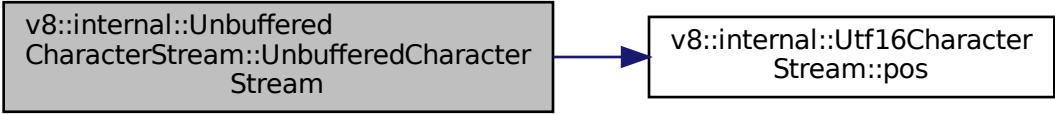


v8::internal::Unbuffered
CharacterStream::UnbufferedCharacter
Stream



```
graph LR; A[v8::internal::UnbufferedCharacterStream::UnbufferedCharacterStream] --> B[v8::internal::Utf16CharacterStream::pos]
```

v8::internal::Utf16Character
Stream::pos