

v8::internal::WritableReloc  
Info::set\_js\_dispatch\_handle

v8::internal::WritableReloc  
Info::set\_wasm\_canonical\_sig\_id

v8::internal::WritableReloc  
Info::set\_wasm\_code\_pointer  
\_table\_entry

v8::internal::Assembler  
::set\_uint32\_constant\_at

```
graph LR; A["v8::internal::WritableReloc  
Info::set_js_dispatch_handle"] --> D["v8::internal::Assembler  
::set_uint32_constant_at"]; B["v8::internal::WritableReloc  
Info::set_wasm_canonical_sig_id"] --> D; C["v8::internal::WritableReloc  
Info::set_wasm_code_pointer  
_table_entry"] --> D;
```

The diagram illustrates a call graph where three different relocation information (Reloc Info) methods are used to call a single assembler method. The source boxes on the left are white with black borders, while the target box on the right is gray with a black border. Blue arrows indicate the flow of control from each source to the target.