```
v8::internal::CallInterface
           Descriptor
- data
+ CallInterfaceDescriptor()
+ ~CallInterfaceDescriptor()
+ CallInterfaceDescriptor()
+ flags()
+ tag()
+ sandboxing_mode()
+ HasContextParameter()
+ AllowVarArgs()
+ CalleeSaveRegisters()
+ GetReturnCount()
and 13 more..
+ ContextRegister()
# data()
# CheckFloatingPointParameters()
# IsValidFloatParameterRegister()
# DefaultRegisterArray()
# DefaultDoubleRegisterArray()
# DefaultReturnRegisterArray()
# DefaultReturnDoubleRegister
# DefaultJSRegisterArray()
                Δ
                      v8::internal::StaticCall
                     InterfaceDescriptor< Derived
                               Descriptor >
                      + kReturnCount
                      + kParameterCount
                      + kNoContext
                      + kAllowVarArgs
                      + kNoStackScan
                      + kStackArgumentOrder
                      + kMaxRegisterParams
                      + kRestrictAllocatableRegisters
                      + kCalleeSaveRegisters
                      + kCustomMachineTypes
                      + StaticCallInterfaceDescriptor()
                      + registers()
                      + double_registers()
                      + return_registers()
                      + return_double_registers()
                      + flags()
                      + AllowVarArgs()
                      + HasContextParameter()
                      + GetReturnCount()
                      + GetParameterCount()
                      + GetRegisterParameterCount()
                      and 6 more...
                      Initialize()
                      InitializeTypes()
                            < AllocateDescriptor >
 v8::internal::StaticCall
 InterfaceDescriptor< Allocate
           Descriptor >
  + kReturnCount
 + kParameterCount
 + kNoContext
 + kAllowVarArgs
 + kNoStackScan
 + kStackArgumentOrder
 + kMaxRegisterParams
 + kRestrictAllocatableRegisters
 + kCalleeSaveRegisters
```

- + kCustomMachineTypes
- + StaticCallInterfaceDescriptor()
- + registers()
- + double\_registers()
- + return\_registers()
- + return double registers()
- + flags()
- + AllowVarArgs()
- + HasContextParameter()
- + GetReturnCount()
- + GetParameterCount()
- + GetRegisterParameterCount() and 6 more...
- Initialize()

TYPES()

InitializeTypes()

v8::internal::AllocateDescriptor + DEFINE\_RESULT\_AND\_PARAMETER