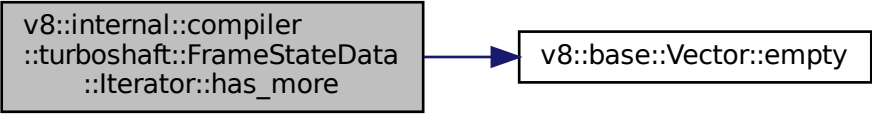


v8::internal::compiler  
::turbohaft::FrameStateData  
::Iterator::has\_more



```
graph LR; A["v8::internal::compiler  
::turbohaft::FrameStateData  
::Iterator::has_more"] --> B["v8::base::Vector::empty"]
```

v8::base::Vector::empty