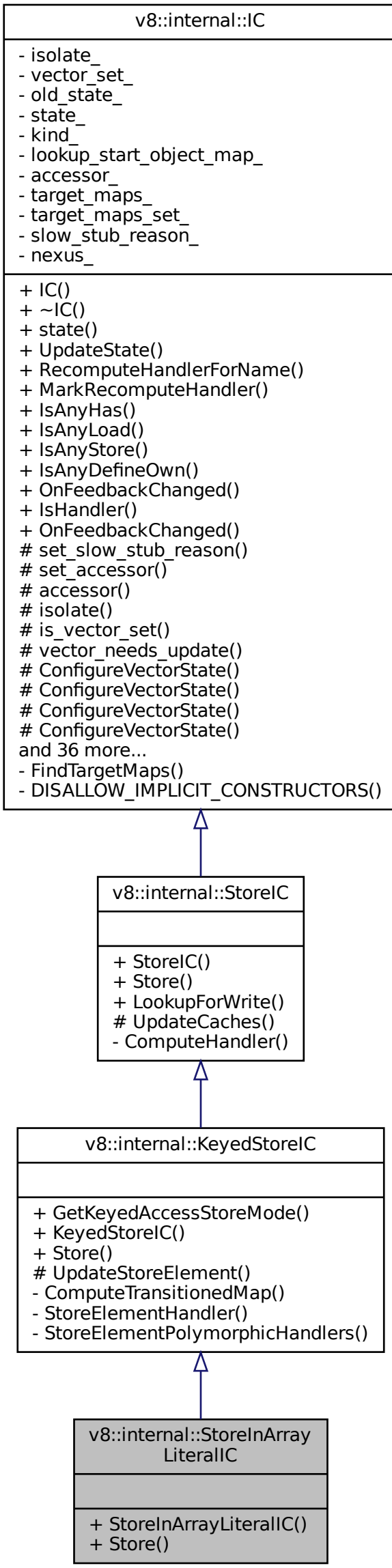
v8::internal::IC
- isolate_
- vector_set_
- old_state_
- state_
- kind_
- lookup_start_object_map_
- accessor_
- target_maps_
- target_maps_set_
- slow_stub_reason_
- nexus_
+ IC()
+ ~IC()
+ state()
+ UpdateState()
+ RecomputeHandlerForName()
+ MarkRecomputeHandler()
+ IsAnyHas()
+ IsAnyLoad()
+ IsAnyStore()
+ IsAnyDefineOwn()
+ OnFeedbackChanged()
+ IsHandler()
+ OnFeedbackChanged()
# set_slow_stub_reason()
# set_accessor()
# accessor()
# isolate()
# is_vector_set()
# vector_needs_update()
# ConfigureVectorState()
# ConfigureVectorState()
# ConfigureVectorState()
# ConfigureVectorState()
and 36 more...
- FindTargetMaps()
- DISALLOW_IMPLICIT_CONSTRUCTORS()
v8::internal::StoreIC
+ StoreIC()
+ Store()
+ LookupForWrite()
# UpdateCaches()
- ComputeHandler()
v8::internal::KeyedStoreIC
+ GetKeyedAccessStoreMode()
+ KeyedStoreIC()
+ Store()
# UpdateStoreElement()
- ComputeTransitionedMap()
- StoreElementHandler()
- StoreElementPolymorphicHandlers()
v8::internal::StoreInArray
LiteralIC
+ StoreInArrayLiteralIC()
+ Store()