

v8::internal::HeapObjects  
Filter

+ ~HeapObjectsFilter()  
+ SkipObject()



v8::internal::Unreachable  
ObjectsFilter

- heap\_  
- reachable\_

+ UnreachableObjectsFilter()  
+ ~UnreachableObjectsFilter()  
+ SkipObject()  
- MarkAsReachable()  
- MarkReachableObjects()