```
v8::internal::Utf16Character
              Stream
   + kEndOfInput
   # buffer_start_
# buffer_cursor_
# buffer_end_
   # buffer_pos
   # runtime_call_stats_
   # has_parser_error_
   + ~Utf16CharacterStream()
   + set parser error()
   + reset_parser_error
    flag()
   + has_parser_error()
   + Peek()
   + Advance()
   + AdvanceUntil()
   + Back()
   + pos()
   + Seek()
   and 6 more...
   # Utf16CharacterStream()
   # Utf16CharacterStream()
   # ReadBlockChecked()
   # ReadBlock()
                       v8::internal::Unbuffered
                       CharacterStream < ByteStream >
                       # byte stream
                       + UnbufferedCharacterStream()
                       + can_access_heap()
                       + can be cloned()
                       + Clone()
                       # ReadBlock()
                       # UnbufferedCharacterStream()
                              < OnHeapStream >
v8::internal::Unbuffered
CharacterStream < OnHeapStream >
# byte stream
+ UnbufferedCharacterStream()
+ can_access_heap()
+ can_be_cloned()
+ Clone()
# UnbufferedCharacterStream()
# ReadBlock()
  v8::internal::Relocating
          CharacterStream
 - isolate
  + RelocatingCharacterStream()
  ~RelocatingCharacterStream()
  - UpdateBufferPointers()

    UpdateBufferPointersCallback()
```