

v8::internal::TaggedImpl  
< HeapObjectReferenceType  
::STRONG, Address >

+ kIsFull  
+ kCanBeWeak  
- ptr\_

+ TaggedImpl()  
+ TaggedImpl()  
+ operator bool()  
+ operator==()  
+ operator!=()  
+ SafeEquals()  
+ operator<()  
+ ptr()  
+ IsObject()  
+ IsSmi()  
and 26 more...  
# ptr\_location()  
# ptr\_location()

int

+kHeaderSize  
+kMapOffset

v8::internal::HeapObject

+ HeapObject()  
+ set\_map()  
+ set\_map\_safe\_transition()  
+ map\_slot()  
+ set\_map\_no\_write\_barrier()  
+ set\_map\_no\_write\_barrier()  
+ set\_map\_safe\_transition  
\_no\_write\_barrier()  
+ set\_map\_safe\_transition  
\_no\_write\_barrier()  
+ set\_map()  
+ set\_map\_safe\_transition()  
and 59 more...  
+ SetFillerMap()  
+ FromAddress()  
+ AllocateAndInstallJSDispatch  
Handle()  
+ Print()  
+ Print()  
+ RequiredAlignment()  
+ RequiredAlignment()  
# HeapObject()  
# HeapObject()  
# field\_address()  
# IsSmi()  
# IsHeapObject()  
- set\_map()

const

+kGrowthHack  
+kLoadFactor  
+kMaxCapacity  
+kMinCapacity  
+kNotFound

v8::internal::SmallOrdered  
HashTable< Derived >

+ Initialize()  
+ HasKey()  
+ FindEntry()  
+ Capacity()  
+ NumberOfElements()  
+ NumberOfDeletedElements()  
+ NumberOfBuckets()  
+ KeyAt()  
+ IterateEntries()  
+ Allocate()  
+ Allocate()  
+ Allocate()  
+ FindEntry()  
+ Allocate()  
+ Delete()  
+ Grow()  
+ Shrink()  
+ SizeFor()  
# SetDataEntry()  
# GetBucketsStartOffset()  
# GetHashTableStartAddress()  
# SetFirstEntry()  
# GetFirstEntry()  
# GetChainTableOffset()  
# SetNextEntry()  
# GetNextEntry()  
# GetDataEntry()  
# HashToBucket()  
and 8 more...  
# Rehash()  
# PrefixOffset()  
# NumberOfElementsOffset()  
# NumberOfDeletedElementsOffset()  
# NumberOfBucketsOffset()  
# PaddingOffset()  
# PaddingSize()  
# DataTableStartOffset()  
# DataTableSizeFor()  
- OBJECT\_CONSTRUCTORS()

+kEntrySize  
+kKeyIndex  
+kPrefixSize  
+kPropertyDetailsIndex  
+kValueIndex

< SmallOrderedNameDictionary >

v8::internal::SmallOrdered  
HashTable< SmallOrderedNameDictionary >

+ kMinCapacity  
+ kNotFound  
+ kMaxCapacity  
+ kLoadFactor  
+ kGrowthHack

+ Initialize()  
+ Allocate()  
+ Allocate()  
+ Allocate()  
+ HasKey()  
+ FindEntry()  
+ FindEntry()  
+ Capacity()  
+ NumberOfElements()  
+ NumberOfDeletedElements()  
+ NumberOfBuckets()  
+ KeyAt()  
+ IterateEntries()  
+ Allocate()  
+ Delete()  
+ Grow()  
+ Shrink()  
+ SizeFor()  
# SetDataEntry()  
# GetBucketsStartOffset()  
# GetHashTableStartAddress()  
# SetFirstEntry()  
# GetFirstEntry()  
# GetChainTableOffset()  
# SetNextEntry()  
# GetNextEntry()  
# GetDataEntry()  
# HashToBucket()  
and 8 more...  
# Rehash()  
# PrefixOffset()  
# NumberOfElementsOffset()  
# NumberOfDeletedElementsOffset()  
# NumberOfBucketsOffset()  
# PaddingOffset()  
# PaddingSize()  
# DataTableStartOffset()  
# DataTableSizeFor()  
- OBJECT\_CONSTRUCTORS()

v8::internal::SmallOrdered  
NameDictionary

+ ValueAt()  
+ ValueAtPut()  
+ DetailsAt()  
+ DetailsAtPut()  
+ SetHash()  
+ Hash()  
+ SetEntry()  
+ OBJECT\_CONSTRUCTORS()  
+ Rehash()  
+ DeleteEntry()  
+ Add()  
+ GetMap()  
+ Is()