const -kElementLoopUnrollThreshold v8::internal::CodeStubAssembler + UintPtrLessThanOrEqual + SmiLessThanOrEqual + CodeStubAssembler() + ArrayBufferMaxByteLength() + ParameterToIntPtr() + ParameterToIntPtr() + ParameterToIntPtr() + ParameterToIntPtr() + ParameterToTagged() + ParameterToTagged() + TaggedToParameter() + ToParameterConstant() and 1131 more.. + MaxSafeIntegerUintPtr() - BigInt64Comparison() - HandleBreakOnNode() AllocateRawDoubleAligned() AllocateRawUnaligned() - AllocateRaw() AllocateUninitializedJSArray() AllocateOrderedHashTable() AllocateOrderedHashTable WithCapacity() - SmiShiftBitsConstant() - SmiShiftBitsConstant32() and 31 more... v8::internal::PromiseBuiltins Assembler +kValueOrReasonArg + PromiseBuiltinsAssembler() + ZeroOutEmbedderOffsets() + AllocateJSPromise() v8::internal::AsyncBuiltins Assembler + AsyncBuiltinsAssembler() # Await() # Await() # CreateUnwrapClosure() - AllocateAsyncIteratorValue UnwrapContext() v8::internal::anonymous namespace{builtins-async -iterator-gen.cc}::AsyncFromSync BuiltinsAssembler + AsyncFromSyncBuiltinsAssembler() + Generate\_AsyncFromSyncIterator Method() + Generate\_AsyncFromSyncIterator Method() + LoadIteratorResult() + CreateAsyncFromSyncIterator CloseSyncAndRethrowClosure() + AllocateAsyncFromSyncIterator CloseSyncAndRethrowContext()