## v8::internal::Relocatable isolate\_ prev\_ + Relocatable() + ~Relocatable() + IterateInstance() + PostGarbageCollection() + PostGarbageCollectionProcessing() + ArchiveSpacePerThread() + ArchiveState() + RestoreState() + Iterate() + Iterate() + Iterate() v8::internal::CustomArgumentsBase # CustomArgumentsBase() v8::internal::CustomArguments< T > + kReturnValueIndex # values\_ + ~CustomArguments() + IterateInstance() # CustomArguments() # GetReturnValue() # isolate() # slot\_at() < PropertyCallbackInfo < Value > > v8::internal::CustomArguments < PropertyCallbackInfo< Value > > + kReturnValueIndex # values\_ + ~CustomArguments() + IterateInstance() # CustomArguments() # GetReturnValue() # isolate() # slot\_at() Д v8::internal::PropertyCallback **Arguments** + kArgsLength + kThisIndex + kDataIndex + kHolderV2Index + kHolderIndex + kIsolateIndex + kShouldThrowOnErrorIndex + kPropertyKeyIndex - index\_ + PropertyCallbackArguments() + ~PropertyCallbackArguments() + PropertyCallbackArguments() + operator=() + CallAccessorGetter() + CallAccessorSetter() + CallNamedQuery() + CallNamedGetter() + CallNamedSetter() + CallNamedDefiner() and 14 more.. + GetPropertyKey() + GetPropertyKeyHandle() + GetPropertyIndex() CallPropertyEnumerator()

- holder() - receiver()