

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::Windows1252  
CharacterStream

- buffer\_  
- byte\_stream\_  
- kBufferSize

+ Windows1252CharacterStream()  
+ can\_be\_cloned()  
+ Clone()  
# ReadBlock()  
# can\_access\_heap()  
- Windows1252CharacterStream()