```
v8::internal::IC
+ IC()
+ \sim IC()
+ state()
+ UpdateState()
+ RecomputeHandlerForName()
+ MarkRecomputeHandler()
+ IsAnyHas()
+ IsAnyLoad()
+ IsAnyStore()
+ IsAnyDefineOwn()
+ OnFeedbackChanged()
+ IsHandler()
+ OnFeedbackChanged()
# set_slow_stub_reason()
# set_accessor()
# accessor()
# isolate()
# is_vector_set()
# vector needs_update()
# ConfigureVectorState()
# ConfigureVectorState()
# ConfigureVectorState()
# ConfigureVectorState()
and 36 more.
FindTargetMaps()

    DISALLOW IMPLICIT CONSTRUCTORS()

          v8::internal::StoreIC
          + StoreIC()
          + Store()
          + LookupForWrite()
          # UpdateCaches()
          - ComputeHandler()
       v8::internal::KeyedStoreIC
 + GetKeyedAccessStoreMode()
 + KeyedStoreIC()
 + Store()
 # UpdateStoreElement()

    ComputeTransitionedMap()

  StoreElementHandler()

    StoreElementPolymorphicHandlers()

        v8::internal::StoreInArray
                LiteralIC
        + StoreInArrayLiteralIC()
        + Store()
```