

```
v8::internal::PossiblyEmpty
Buckets

+ PossiblyEmptyBuckets()
+ PossiblyEmptyBuckets()
+ ~PossiblyEmptyBuckets()
+ possiblyEmptyBuckets()
+ operator=()
+ Release()
+ Insert()
+ Contains()
+ IsEmpty()
- IsAllocated()
- Allocate()
- InsertAllocated()
- BitmapArray()
```

FRIEND\_TEST()WordsForBuckets()