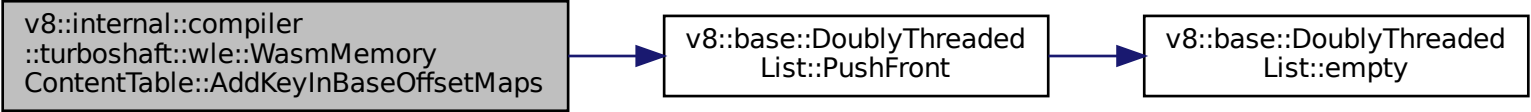


v8::internal::compiler  
::turbohaft::wle::WasmMemory  
ContentTable::AddKeyInBaseOffsetMaps



```
graph LR; A["v8::internal::compiler  
::turbohaft::wle::WasmMemory  
ContentTable::AddKeyInBaseOffsetMaps"] --> B["v8::base::DoublyThreaded  
List::PushFront"]; B --> C["v8::base::DoublyThreaded  
List::empty"]
```

The diagram illustrates a call graph with three nodes. The first node, on the left, is shaded gray and contains the text 'v8::internal::compiler', '::turbohaft::wle::WasmMemory', and 'ContentTable::AddKeyInBaseOffsetMaps'. A blue arrow points from this node to the second node, which is white and contains 'v8::base::DoublyThreaded' and 'List::PushFront'. Another blue arrow points from the second node to the third node, which is also white and contains 'v8::base::DoublyThreaded' and 'List::empty'.

v8::base::DoublyThreaded  
List::PushFront

v8::base::DoublyThreaded  
List::empty