```
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::BufferedCharacter
   Stream < ByteStream >
- buffer
- byte stream
```

kBufferSize

+ Clone() # ReadBlock() # can access heap()

+ can be cloned()

+ BufferedCharacterStream()

BufferedCharacterStream()