## v8::internal::PreparseByte **DataConstants** v8::internal::ZoneObject + kUint32Size + kVarint32MinSize + kVarint32MaxSize + operator new() + kUint8Size + operator new() + kPlaceholderSize + operator delete() + kSkippableFunctionMinDataSize + operator delete() + kSkippableFunctionMaxDataSize v8::internal::PreparseData Builder + children buffer + children - parent - byte data - @128 - function scope function length - num inner functions - num inner with data bailed out - has data + PreparseDataBuilder() + ~PreparseDataBuilder() + PreparseDataBuilder() + operator=() + parent() + SaveScopeAllocationData() + Bailout() + bailed out() + HasInnerFunctions() + HasData() + HasDataForParent() + ScopeNeedsData() Serialize() Serialize() - Serialize() FinalizeChildren() AddChild() SaveDataForScope() SaveDataForVariable() SaveDataForInnerScopes() SaveDataForSkippableFunction() CopyByteData()