## v8::internal::compiler ::CodeAssembler

+ kTargetParameterIndex
- state_

+ CodeAssembler()
+ ~CodeAssembler()
+ CodeAssembler()
+ operator=()
+ Is64()
+ Is32()
+ IsFloat64RoundUpSupported()
+ IsFloat64RoundDownSupported()
+ IsFloat64RoundTiesEvenSupported()
+ IsFloat64RoundTruncateSupported()
and 274 more...
# RegisterCallGenerationCallbacks()
# UnregisterCallGeneration
Callbacks()
# Word32ShiftIsSafe()
# IsJSFunctionCall()
- HandleException()
- CallCFunction()
- CallCFunctionWithoutFunction
Descriptor()
- CallCFunctionWithCallerSaved
Registers()
- CallRuntimeImpl()
- TailCallRuntimeImpl()
- TailCallStubImpl()
- TailCallStubThenBytecode
DispatchImpl()
- CallStubR()
- CallStubRImpl()
and 12 more...

## TorqueGeneratedExportedMacros Assembler

## v8::internal::CodeStubAssembler

+ UintPtrLessThanOrEqual
+ b
+ IntPtrGreaterThanOrEqual
+ SmiLessThanOrEqual
- kElementLoopUnrollThreshold

+ CodeStubAssembler()
+ ArrayBufferMaxByteLength()
+ ParameterToIntPtr()
+ ParameterToIntPtr()
+ ParameterToIntPtr()
+ ParameterToIntPtr()
+ ParameterToTagged()
+ ParameterToTagged()
+ TaggedToParameter()
+ ToParameterConstant()
and 1131 more...
+ MaxSafeIntegerUintPtr()
- BigInt64Comparison()
- HandleBreakOnNode()
- AllocateRawDoubleAligned()
- AllocateRawUnaligned()
- AllocateRaw()
- AllocateUninitializedJSArray()
- AllocateOrderedHashTable()
- AllocateOrderedHashTable
WithCapacity()
- SmiShiftBitsConstant()
- SmiShiftBitsConstant32()
and 31 more...

## v8::internal::interpreter ::InterpreterAssembler

+ kFirstBytecodeOffset
- bytecode_
- operand_scale_
- interpreted_frame_pointer_
- bytecode_array_
- bytecode_offset_
- dispatch_table_
- accumulator_
- implicit_register_use_
- made_call_
- reloaded_frame_ptr_
- bytecode_array_valid_

+ InterpreterAssembler()
+ ~InterpreterAssembler()
+ InterpreterAssembler()
+ operator=()
+ BytecodeOperandCount()
+ BytecodeOperandFlag8()
+ BytecodeOperandFlag16()
+ BytecodeOperandIdxInt32()
+ BytecodeOperandIdx()
+ BytecodeOperandIdxSmi()
and 64 more...
+ DefaultUpdateFeedbackMode()
# bytecode()
# ToNumberOrNumeric()
# StoreRegisterForShortStar()
# LoadBytecode()
# LoadParameterCountWithout
Receiver()
# TargetSupportsUnalignedAccess()
- BytecodeArrayTaggedPointer()
- DispatchTablePointer()
- GetAccumulatorUnchecked()
- GetInterpretedFramePointer()
- RegisterLocation()
- RegisterLocation()
- NextRegister()
- LoadRegister()
- StoreRegister()
- CallPrologue()
and 30 more...

## v8::internal::interpreter ::anonymous_namespace{interpreter -generator.cc}::InterpreterBitwiseBinary OpAssembler

+ InterpreterBitwiseBinary
OpAssembler()
+ BitwiseBinaryOpWithFeedback()
+ BitwiseBinaryOpWithSmi()