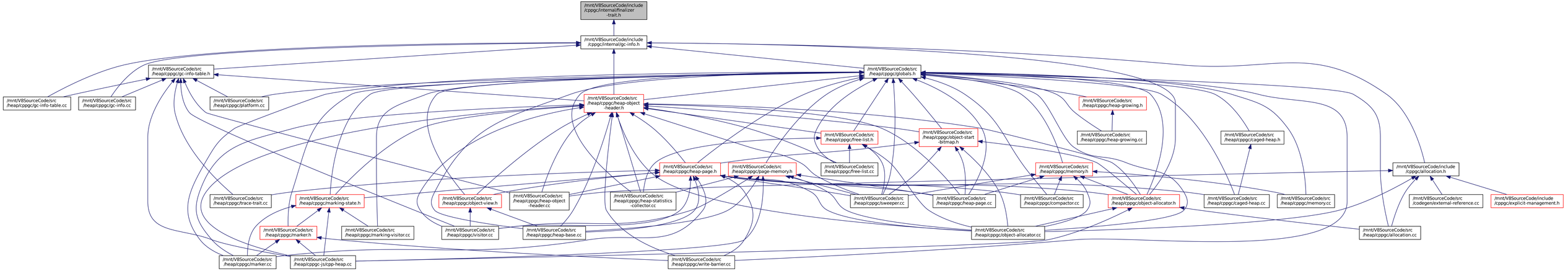
/mnt/V8SourceCode/include/cppgc/internal/finalizer-trait.h
/mnt/V8SourceCode/include/cppgc/internal/gc-info.h
/mnt/V8SourceCode/src/heap/cppgc/gc-info-table.h
/mnt/V8SourceCode/src/heap/cppgc/globals.h
/mnt/V8SourceCode/src/heap/cppgc/gc-info-table.cc
/mnt/V8SourceCode/src/heap/cppgc/gc-info.cc
/mnt/V8SourceCode/src/heap/cppgc/platform.cc
/mnt/V8SourceCode/src/heap/cppgc/heap-object-header.h
/mnt/V8SourceCode/src/heap/cppgc/heap-growing.h
/mnt/V8SourceCode/src/heap/cppgc/heap-growing.cc
/mnt/V8SourceCode/src/heap/cppgc/free-list.h
/mnt/V8SourceCode/src/heap/cppgc/object-start-bitmap.h
/mnt/V8SourceCode/src/heap/cppgc/caged-heap.h
/mnt/V8SourceCode/src/heap/cppgc/free-list.cc
/mnt/V8SourceCode/src/heap/cppgc/heap-page.h
/mnt/V8SourceCode/src/heap/cppgc/page-memory.h
/mnt/V8SourceCode/src/heap/cppgc/memory.h
/mnt/V8SourceCode/include/cppgc/allocation.h
/mnt/V8SourceCode/src/heap/cppgc/trace-trait.cc
/mnt/V8SourceCode/src/heap/cppgc/marking-state.h
/mnt/V8SourceCode/src/heap/cppgc/object-view.h
/mnt/V8SourceCode/src/heap/cppgc/heap-object-header.cc
/mnt/V8SourceCode/src/heap/cppgc/heap-statistics-collector.cc
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/mnt/V8SourceCode/src/heap/cppgc/compactor.cc
/mnt/V8SourceCode/src/heap/cppgc/object-allocator.h
/mnt/V8SourceCode/src/heap/cppgc/caged-heap.cc
/mnt/V8SourceCode/src/heap/cppgc/memory.cc
/mnt/V8SourceCode/src/codegen/external-reference.cc
/mnt/V8SourceCode/include/cppgc/explicit-management.h
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/mnt/V8SourceCode/src/heap/cppgc-js/cpp-heap.cc
/mnt/V8SourceCode/src/heap/cppgc/write-barrier.cc