

v8::internal::ZoneObject

+ operator new()
+ operator new()
+ operator delete()
+ operator delete()



v8::internal::interpreter
::BlockCoverageBuilder

+ kNoCoverageArraySlot
- slots_
- builder_
- source_range_map_

+ BlockCoverageBuilder()
+ AllocateBlockCoverageSlot()
+ AllocateNaryBlockCoverage
Slot()
+ AllocateConditionalChain
BlockCoverageSlot()
+ IncrementBlockCounter()
+ IncrementBlockCounter()
+ slots()