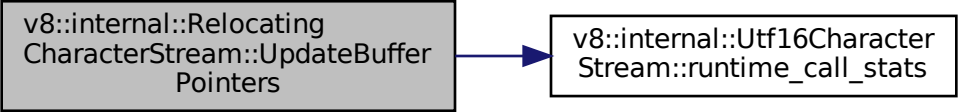


v8::internal::Relocating
CharacterStream::UpdateBuffer
Pointers



```
graph LR; A["v8::internal::Relocating  
CharacterStream::UpdateBuffer  
Pointers"] --> B["v8::internal::Utf16Character  
Stream::runtime_call_stats"]
```

v8::internal::Utf16Character
Stream::runtime_call_stats