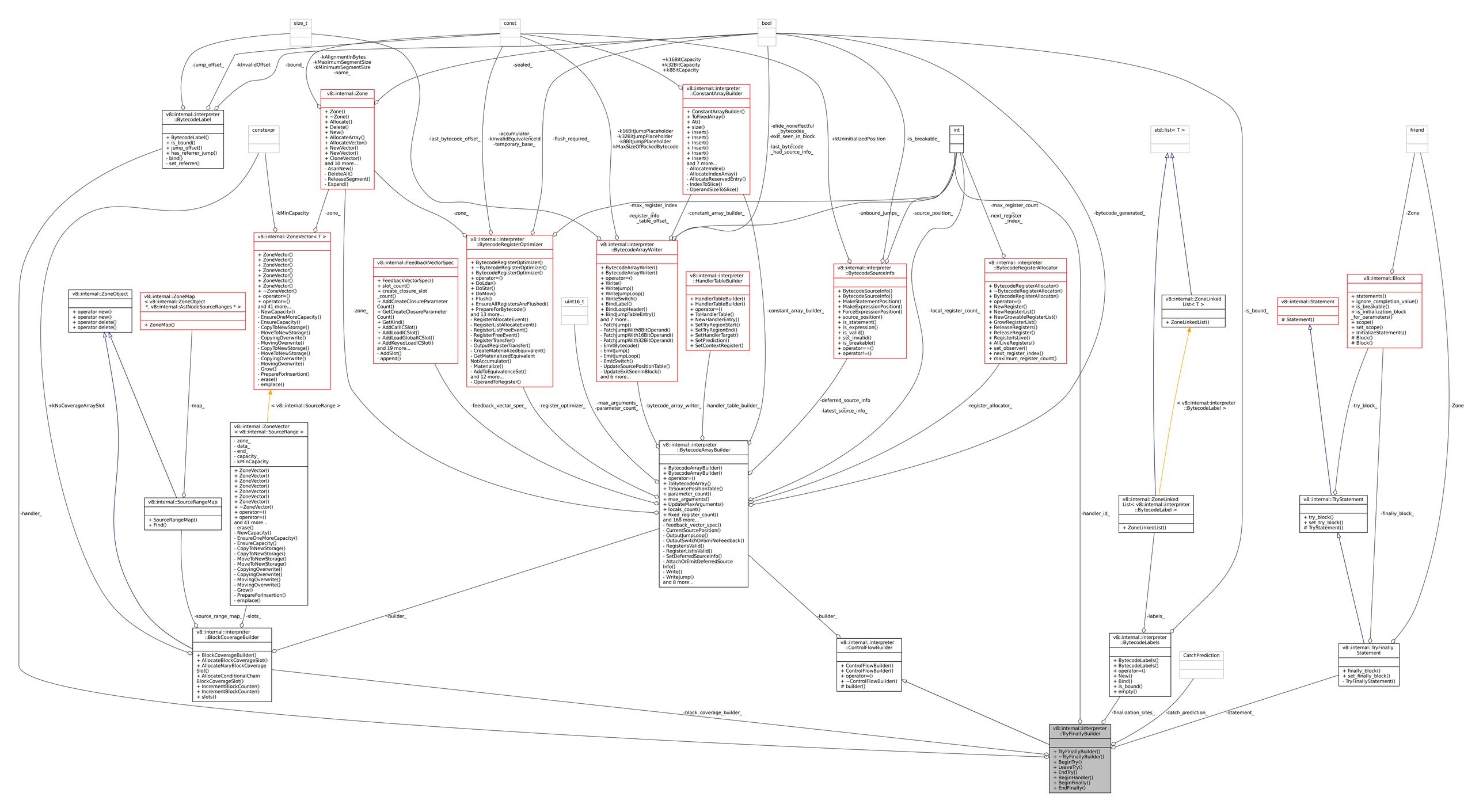
size_t
const
bool
v8::internal::interpreter ::BytecodeLabel
+ BytecodeLabel()
+ is_bound()
+ jump_offset()
+ has_referrer_jump()
- bind()
- set_referrer()
constexpr
v8::internal::Zone
+ Zone()
+ ~Zone()
+ Allocate()
+ Delete()
+ New()
+ AllocateArray()
+ AllocateVector()
+ NewVector()
+ NewVector()
+ CloneVector()
and 10 more...
- AsanNew()
- DeleteAll()
- ReleaseSegment()
- Expand()
v8::internal::interpreter ::ConstantArrayBuilder
+ ConstantArrayBuilder()
+ ToFixedArray()
+ At()
+ size()
+ Insert()
+ Insert()
+ Insert()
+ Insert()
+ Insert()
+ Insert()
and 7 more...
- AllocateIndex()
- AllocateIndexArray()
- AllocateReservedEntry()
- IndexToSlice()
- OperandSizeToSlice()
int
std::list< T >
friend
v8::internal::ZoneVector< T >
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ~ZoneVector()
+ operator=()
+ operator=()
and 41 more...
- NewCapacity()
- EnsureOneMoreCapacity()
- EnsureCapacity()
- CopyToNewStorage()
- MoveToNewStorage()
- CopyingOverwrite()
- MovingOverwrite()
- CopyToNewStorage()
- MoveToNewStorage()
- CopyingOverwrite()
- MovingOverwrite()
- Grow()
- PrepareForInsertion()
- erase()
- emplace()
v8::internal::interpreter ::BytecodeRegisterOptimizer
+ BytecodeRegisterOptimizer()
+ ~BytecodeRegisterOptimizer()
+ BytecodeRegisterOptimizer()
+ operator=()
+ DoLdar()
+ DoStar()
+ DoMov()
+ Flush()
+ EnsureAllRegistersAreFlushed()
+ PrepareForBytecode()
and 13 more...
- RegisterAllocateEvent()
- RegisterListAllocateEvent()
- RegisterListFreeEvent()
- RegisterFreeEvent()
- RegisterTransfer()
- OutputRegisterTransfer()
- CreateMaterializedEquivalent()
- GetMaterializedEquivalent NotAccumulator()
- Materialize()
- AddToEquivalenceSet()
and 12 more...
- OperandToRegister()
v8::internal::interpreter ::BytecodeArrayWriter
+ BytecodeArrayWriter()
+ BytecodeArrayWriter()
+ operator=()
+ Write()
+ WriteJump()
+ WriteJumpLoop()
+ WriteSwitch()
+ BindLabel()
+ BindLoopHeader()
+ BindJumpTableEntry()
and 7 more...
- PatchJump()
- PatchJumpWith8BitOperand()
- PatchJumpWith16BitOperand()
- PatchJumpWith32BitOperand()
- EmitBytecode()
- EmitJump()
- EmitJumpLoop()
- EmitSwitch()
- UpdateSourcePositionTable()
- UpdateExitSeenInBlock()
and 6 more...
v8::internal::interpreter ::BytecodeSourceInfo
+ BytecodeSourceInfo()
+ BytecodeSourceInfo()
+ MakeStatementPosition()
+ MakeExpressionPosition()
+ ForceExpressionPosition()
+ source_position()
+ is_statement()
+ is_expression()
+ is_valid()
+ set_invalid()
+ is_breakable()
+ operator==()
+ operator!=()
v8::internal::interpreter ::BytecodeRegisterAllocator
+ BytecodeRegisterAllocator()
+ ~BytecodeRegisterAllocator()
+ BytecodeRegisterAllocator()
+ operator=()
+ NewRegister()
+ NewRegisterList()
+ NewGrowableRegisterList()
+ GrowRegisterList()
+ ReleaseRegisters()
+ ReleaseRegister()
+ RegistersLive()
+ AllLiveRegisters()
+ set_observer()
+ next_register_index()
+ maximum_register_count()
v8::internal::FeedbackVectorSpec
+ FeedbackVectorSpec()
+ slot_count()
+ create_closure_slot
_count()
+ AddCreateClosureParameter
Count()
+ GetCreateClosureParameter
Count()
+ GetKind()
+ AddCallICSlot()
+ AddLoadICSlot()
+ AddLoadGlobalICSlot()
+ AddKeyedLoadICSlot()
and 19 more...
- AddSlot()
- append()
v8::internal::interpreter ::HandlerTableBuilder
+ HandlerTableBuilder()
+ HandlerTableBuilder()
+ operator=()
+ ToHandlerTable()
+ NewHandlerEntry()
+ SetTryRegionStart()
+ SetTryRegionEnd()
+ SetHandlerTarget()
+ SetPrediction()
+ SetContextRegister()
uint16_t
v8::internal::ZoneObject
+ operator new()
+ operator new()
+ operator delete()
+ operator delete()
v8::internal::ZoneMap
< v8::internal::ZoneObject
*, v8::internal::AstNodeSourceRanges * >
+ ZoneMap()
v8::internal::ZoneVector
< v8::internal::SourceRange >
- zone_
- data_
- end_
- capacity_
- kMinCapacity
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ~ZoneVector()
+ operator=()
+ operator=()
and 41 more...
- erase()
- NewCapacity()
- EnsureOneMoreCapacity()
- EnsureCapacity()
- CopyToNewStorage()
- CopyToNewStorage()
- MoveToNewStorage()
- MoveToNewStorage()
- CopyingOverwrite()
- CopyingOverwrite()
- MovingOverwrite()
- MovingOverwrite()
- Grow()
- PrepareForInsertion()
- emplace()
v8::internal::SourceRangeMap
+ SourceRangeMap()
+ Find()
v8::internal::interpreter ::BytecodeArrayBuilder
+ BytecodeArrayBuilder()
+ BytecodeArrayBuilder()
+ operator=()
+ ToBytecodeArray()
+ ToSourcePositionTable()
+ parameter_count()
+ max_arguments()
+ UpdateMaxArguments()
+ locals_count()
+ fixed_register_count()
and 168 more...
- feedback_vector_spec()
- CurrentSourcePosition()
- OutputJumpLoop()
- OutputSwitchOnSmiNoFeedback()
- RegisterIsValid()
- RegisterListIsValid()
- SetDeferredSourceInfo()
- AttachOrEmitDeferredSource Info()
- Write()
- WriteJump()
and 8 more...
v8::internal::interpreter ::BytecodeLabel
v8::internal::ZoneLinked List< T >
+ ZoneLinkedList()
v8::internal::Statement
Statement()
v8::internal::Block
+ statements()
+ ignore_completion_value()
+ is_breakable()
+ is_initialization_block
_for_parameters()
+ scope()
+ set_scope()
+ InitializeStatements()
# Block()
# Block()
v8::internal::ZoneLinked List< v8::internal::interpreter ::BytecodeLabel >
+ ZoneLinkedList()
v8::internal::TryStatement
+ try_block()
+ set_try_block()
# TryStatement()
v8::internal::interpreter ::BlockCoverageBuilder
+ BlockCoverageBuilder()
+ AllocateBlockCoverageSlot()
+ AllocateNaryBlockCoverage Slot()
+ AllocateConditionalChain BlockCoverageSlot()
+ IncrementBlockCounter()
+ IncrementBlockCounter()
+ slots()
v8::internal::interpreter ::ControlFlowBuilder
+ ControlFlowBuilder()
+ ControlFlowBuilder()
+ operator=()
+ ~ControlFlowBuilder()
# builder()
v8::internal::interpreter ::BytecodeLabels
+ BytecodeLabels()
+ BytecodeLabels()
+ operator=()
+ New()
+ Bind()
+ is_bound()
+ empty()
CatchPrediction
v8::internal::TryFinally Statement
+ finally_block()
+ set_finally_block()
- TryFinallyStatement()
v8::internal::interpreter ::TryFinallyBuilder
+ TryFinallyBuilder()
+ ~TryFinallyBuilder()
+ BeginTry()
+ LeaveTry()
+ EndTry()
+ BeginHandler()
+ BeginFinally()
+ EndFinally()
-jump_offset_
-kInvalidOffset
-bound_
-kAlignmentInBytes
-kMaximumSegmentSize
-kMinimumSegmentSize
-name_
-sealed_
+k16BitCapacity
+k32BitCapacity
+k8BitCapacity
-last_bytecode_offset_
-accumulator_
-kInvalidEquivalenceId
-temporary_base_
-flush_required_
-k16BitJumpPlaceholder
-k32BitJumpPlaceholder
-k8BitJumpPlaceholder
-kMaxSizeOfPackedBytecode
-elide_noneffectful
bytecodes
-exit_seen_in_block
-last_bytecode
_had_source_info_
+kUninitializedPosition
-is_breakable_
-bytecode_generated_
-kMinCapacity
-zone_
-zone_
-max_register_index
-register_info
_table_offset_
-constant_array_builder_
-unbound_jumps_
-source_position_
-next_register
index
-max_register_count
-Zone
-zone_
-constant_array_builder_
-local_register_count_
-is_bound_
+kNoCoverageArraySlot
-map_
< v8::internal::SourceRange >
-feedback_vector_spec_
-register_optimizer_
-max_arguments_
-parameter_count_
-bytecode_array_writer_
-handler_table_builder_
-deferred_source_info
_
-latest_source_info_
-register_allocator_
< v8::internal::interpreter
::BytecodeLabel >
-try_block_
-Zone
-handler_
-handler_id_
-finally_block_
-source_range_map_
-slots_
-builder_
-builder_
-labels_
-block_coverage_builder_
-finalization_sites_
-catch_prediction_
-statement_