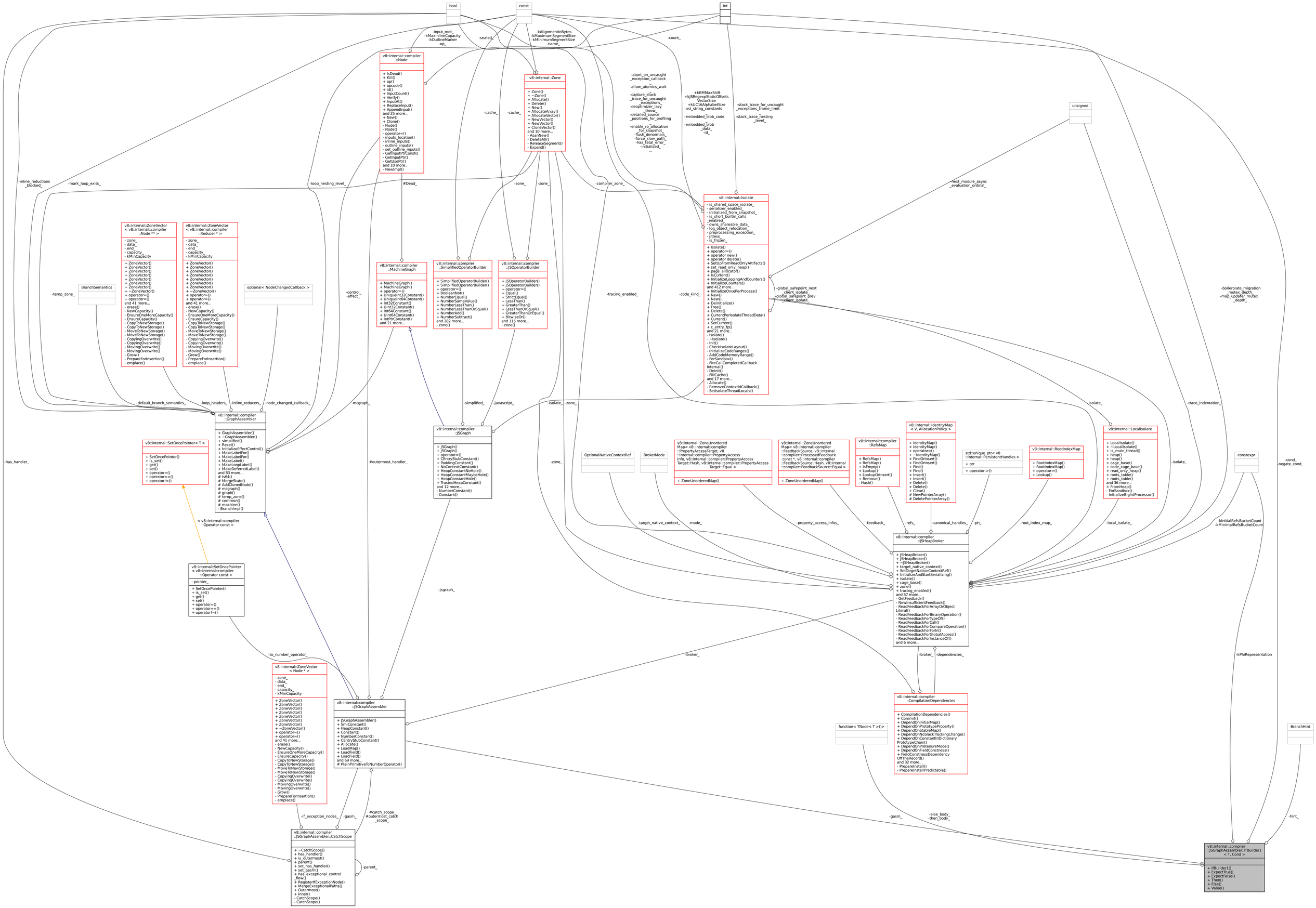
bool
const
int
-input_root_
-kMaxInlineCapacity
-kOutlineMarker
-op_
-sealed_
-kAlignmentInBytes
-kMaximumSegmentSize
-kMinimumSegmentSize
-name_
-count_
v8::internal::compiler
::Node
+ IsDead()
+ Kill()
+ op()
+ opcode()
+ id()
+ InputCount()
+ Verify()
+ InputAt()
+ ReplaceInput()
+ AppendInput()
and 25 more...
+ New()
+ Clone()
- Node()
- Node()
- operator=()
- inputs_location()
- inline_inputs()
- outline_inputs()
- set_outline_inputs()
- GetInputPtrConst()
- GetInputPtr()
- GetUsePtr()
and 10 more...
- NewImpl()
v8::internal::Zone
+ Zone()
+ ~Zone()
+ Allocate()
+ Delete()
+ New()
+ AllocateArray()
+ AllocateVector()
+ NewVector()
+ NewVector()
+ CloneVector()
and 10 more...
- AsanNew()
- DeleteAll()
- ReleaseSegment()
- Expand()
-abort_on_uncaught
_exception_callback
-allow_atomics_wait
-capture_stack
_trace_for_uncaught
exceptions
-deoptimizer_lazy
throw
-detailed_source
_positions_for_profiling
-enable_ro_allocation
_for_snapshot_
-flush_denormals_
-force_slow_path_
-has_fatal_error_
-initialized_
...
+kBMMaxShift
+kJSRegexpStaticOffsets
VectorSize
+kUC16AlphabetSize
-ast_string_constants
-embedded_blob_code
-embedded_blob
data
_id_
-stack_trace_for_uncaught
_exceptions_frame_limit
-stack_trace_nesting
level
unsigned
-next_module_async
_evaluation_ordinal_
-inline_reductions
blocked
-mark_loop_exits_
-loop_nesting_level_
-cache_
-cache_
#Dead_
-zone_
-zone_
-compiler_zone_
v8::internal::Isolate
- is_shared_space_isolate_
- serializer_enabled_
- initialized_from_snapshot_
- is_short_builtin_calls
enabled
- owns_sfiareable_data_
- log_object_relocation_
- preprocessing_exception_
- jitless_
- is_frozen_
+ Isolate()
+ operator=()
+ operator new()
+ operator delete()
+ SetUpFromReadOnlyArtifacts()
+ set_read_only_heap()
+ page_allocator()
+ IsCurrent()
+ InitializeLoggingAndCounters()
+ InitializeCounters()
and 412 more...
+ InitializeOncePerProcess()
+ New()
+ New()
+ Deiniticlize()
+ Free()
+ Delete()
+ CurrentPerIsolateThreadData()
+ Current()
+ SetCurrent()
+ c_entry_fp()
and 21 more...
- Isolate()
- ~Isolate()
- Init()
- CheckIsolateLayout()
- InitializeCodeRanges()
- AddCodeMemoryRange()
- ForSandBox()
- FireCallCompletedCallback
Internal()
- DeinitI()
- FillCache()
and 17 more...
- Allocate()
- RemoveContextIdCallback()
- SetIsolateThreadLocals()
-global_safepoint_next
_client_isolate_
-global_safepoint_prev
_client_isolate_
-boilerplate_migration
_mutex_depth_
-map_updater_mutex
depth
v8::internal::ZoneVector
< v8::internal::compiler
::Node ** >
- zone_
- data_
- end_
- capacity_
- kMinCapacity
+ 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::ZoneVector
< v8::internal::compiler
::Reducer * >
- 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()
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-temp_zone_
optional< NodeChangedCallback >
-control_
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::MachineGraph
+ MachineGraph()
+ MachineGraph()
+ operator=()
+ UniqueInt32Constant()
+ UniqueInt64Constant()
+ Int32Constant()
+ Uint32Constant()
+ Int64Constant()
+ Uint64Constant()
+ IntPtrConstant()
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v8::internal::compiler
::SimplifiedOperatorBuilder
+ SimplifiedOperatorBuilder()
+ SimplifiedOperatorBuilder()
+ operator=()
+ BooleanNot()
+ NumberEqual()
+ NumberSameValue()
+ NumberLessThan()
+ NumberLessThanOrEqual()
+ NumberAdd()
+ NumberSubtract()
and 282 more...
- zone()
v8::internal::compiler
::JSOperatorBuilder
+ JSOperatorBuilder()
+ JSOperatorBuilder()
+ operator=()
+ Equal()
+ StrictEqual()
+ LessThan()
+ GreaterThan()
+ LessThanOrEqual()
+ GreaterThanOrEqual()
+ BitwiseOr()
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- zone()
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-code_kind_
-trace_indentation_
-default_branch_semantics_
-loop_headers_
-inline_reducers_
-node_changed_callback_
-mcgraph_
-simplified_
-javascript_
-isolate_
-zone_
-isolate_
v8::internal::compiler
::GraphAssembler
+ GraphAssembler()
+ ~GraphAssembler()
+ simplified()
+ Reset()
+ InitializeEffectControl()
+ MakeLabelFor()
+ MakeLabelFor()
+ MakeLabel()
+ MakeLoopLabel()
+ MakeDeferredLabel()
and 83 more...
IsI64()
MergeState()
AddClonedNode()
mcgraph()
graph()
temp_zone()
common()
machine()
- BranchImpl()
v8::internal::compiler
::JSGraph
+ JSGraph()
+ JSGraph()
+ operator=()
+ CEntryStubConstant()
+ PaddingConstant()
+ NoContextConstant()
+ HeapConstantNoHole()
+ HeapConstantMaybeHole()
+ HeapConstantHole()
+ TrustedHeapConstant()
and 12 more...
- NumberConstant()
- Constant()
v8::internal::IdentityMap
< V, AllocationPolicy >
+ IdentityMap()
+ IdentityMap()
+ operator=()
+ ~IdentityMap()
+ FindOrInsert()
+ FindOrInsert()
+ Find()
+ Find()
+ Insert()
+ Insert()
+ Delete()
+ Delete()
+ Clear()
# NewPointerArray()
# DeletePointerArray()
v8::internal::LocalIsolate
+ LocalIsolate()
+ ~LocalIsolate()
+ is_main_thread()
+ heap()
+ heap()
+ cage_base()
+ code_cage_base()
+ read_only_heap()
+ roots_table()
+ roots_table()
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+ FromHeap()
- ForSandbox()
- InitializeBigIntProcessor()
v8::internal::SetOncePointer< T >
+ SetOncePointer()
+ is_set()
+ get()
+ set()
+ operator=()
+ operator==()
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::internal::compiler::PropertyAccess
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Target::Equal >
+ ZoneUnorderedMap()
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::compiler::ProcessedFeedback
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::compiler::FeedbackSource::Equal >
+ ZoneUnorderedMap()
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::RefsMap
+ RefsMap()
+ RefsMap()
+ IsEmpty()
+ Lookup()
+ LookupOrInsert()
+ Remove()
- Hash()
std::unique_ptr< v8
::internal::PersistentHandles >
+ ptr
+ operator->()
v8::internal::RootIndexMap
+ RootIndexMap()
+ RootIndexMap()
+ operator=()
+ Lookup()
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-cond_
-negate_cond_
-has_handler_
#outermost_handler_
-zone_
-target_native_context_
-mode_
-property_access_infos_
-feedback_
-refs_
-canonical_handles_
-ph_
-root_index_map_
-local_isolate_
-isolate_
-kInitialRefsBucketCount
-kMinimalRefsBucketCount
< v8::internal::compiler
::Operator const >
v8::internal::compiler
::JSHeapBroker
+ JSHeapBroker()
+ JSHeapBroker()
+ ~JSHeapBroker()
+ target_native_context()
+ SetTargetNativeContextRef()
+ InitializeAndStartSerializing()
+ isolate()
+ cage_base()
+ zone()
+ tracing_enabled()
and 57 more...
- GetFeedback()
- NewInsufficientFeedback()
- ReadFeedbackForArrayOrObject
Literal()
- ReadFeedbackForBinaryOperation()
- ReadFeedbackForTypeOf()
- ReadFeedbackForCall()
- ReadFeedbackForCompareOperation()
- ReadFeedbackForForIn()
- ReadFeedbackForGlobalAccess()
- ReadFeedbackForInstanceOf()
and 6 more...
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v8::internal::SetOncePointer
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- pointer_
+ SetOncePointer()
+ is_set()
+ get()
+ set()
+ operator=()
+ operator==()
+ operator!=()
-broker_
-broker_
-dependencies_
-kPhiRepresentation
-to_number_operator_
v8::internal::ZoneVector
< Node * >
- zone_
- data_
- end_
- capacity_
- kMinCapacity
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ~ZoneVector()
+ operator=()
+ operator==()
and 41 more...
- erase()
- NewCapacity()
- EnsureOneMoreCapacity()
- EnsureCapacity()
- CopyToNewStorage()
- CopyToNewStorage()
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- MoveToNewStorage()
- CopyingOverwrite()
- CopyingOverwrite()
- MovingOverwrite()
- MovingOverwrite()
- Grow()
- PrepareForInsertion()
- emplace()
v8::internal::compiler
::JSGraphAssembler
+ JSGraphAssembler()
+ SmiConstant()
+ HeapConstant()
+ Constant()
+ NumberConstant()
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+ Allocate()
+ LoadMap()
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+ CompilationDependencies()
+ Commit()
+ DependOnInitialMap()
+ DependOnPrototypeProperty()
+ DependOnStableMap()
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+ DependOnConstantInDictionary
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+ DependOnPretenureMode()
+ DependOnFieldConstness()
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and 32 more...
- PrepareInstall()
- PrepareInstallPredictable()
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BranchHint
-if_exception_nodes_
-gasm_
#catch_scope_
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scope
-gasm_
-else_body_
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-hint_
v8::internal::compiler
::JSGraphAssembler::CatchScope
+ ~CatchScope()
+ has_handler()
+ is_outermost()
+ parent()
+ set_has_handler()
+ set_gasm()
+ has_exceptional_control
_flow()
+ RegisterIfExceptionNode()
+ MergeExceptionalPaths()
+ Outermost()
+ Inner()
- CatchScope()
- CatchScope()
-parent_
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::JSGraphAssembler::IfBuilder1
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+ IfBuilder1()
+ ExpectTrue()
+ ExpectFalse()
+ Then()
+ Else()
+ Value()