

v8::internal::CodeStubAssembler
::LoadExternalPointerFromObject

v8::internal::CodeStubAssembler
::StoreExternalPointerToObject

v8::internal::CodeStubAssembler
::ExternalPointerTableAddress

```
graph LR; A[v8::internal::CodeStubAssembler::LoadExternalPointerFromObject] --> C[v8::internal::CodeStubAssembler::ExternalPointerTableAddress]; B[v8::internal::CodeStubAssembler::StoreExternalPointerToObject] --> C;
```

The diagram illustrates a relationship between three V8 code stub assembler functions. On the left, two white rectangular boxes represent source functions: 'v8::internal::CodeStubAssembler::LoadExternalPointerFromObject' (top) and 'v8::internal::CodeStubAssembler::StoreExternalPointerToObject' (bottom). On the right, a gray rectangular box represents a target function: 'v8::internal::CodeStubAssembler::ExternalPointerTableAddress'. Two blue arrows originate from the right side of the left boxes and point towards the left side of the gray box, indicating that both source functions utilize or reference the target function's address.