```
v8::base::RingBuffer
   < T, SIZE >
+ kSize
- elements
- pos
- is full
+ RingBuffer()
+ RingBuffer()
+ operator=()
+ Push()
+ Size()
+ Empty()
+ Clear()
+ Reduce()
           < double >
v8::base::RingBuffer
    < double >
+ kSize
- elements
- pos
- is full
+ RingBuffer()
+ RingBuffer()
+ operator=()
+ Push()
+ Size()
+ Empty()
+ Clear()
+ Reduce()
```