```
v8::internal::Utf16Character
               Stream
    + kEndOfInput
    # buffer_start_
# buffer_cursor_
# buffer_end_
# buffer_pos_
    # runtime_call_stats_
    # has_parser_error
    + ~Utf16CharacterStream()
    + set_parser_error()
    + reset_parser_error
     flag()
    + has parser error()
    + Peek()
    + Advance()
    + AdvanceUntil()
    + Back()
    + pos()
    + Seek()
    and 6 more...
    # Utf16CharacterStream()
    # Utf16CharacterStream()
    # ReadBlockChecked()
    # ReadBlock()
 v8::internal::Unbuffered
 CharacterStream < ByteStream >
 # byte stream
 + UnbufferedCharacterStream()
  + can_access_heap()
  + can_be_cloned()
  + Clone()
  # ReadBlock()
 # UnbufferedCharacterStream()
                    < OnHeapStream >
v8::internal::Unbuffered
CharacterStream < OnHeapStream >
# byte stream
+ UnbufferedCharacterStream()
+ can_access_heap()
+ can_be_cloned()
+ Clone()
# UnbufferedCharacterStream()
# ReadBlock()
                  Δ
 v8::internal::Relocating
          CharacterStream

    isolate

  + RelocatingCharacterStream()

    ~RelocatingCharacterStream()

  UpdateBufferPointers()

    UpdateBufferPointersCallback()
```