v8::internal::wasm ::FastZoneVector< T > - begin - end - capacity_end_ + FastZoneVector() + FastZoneVector() + Reset() + begin() + end()+ front() + back() + size() + empty() + operator[]() + shrink to() + pop()+ push() + emplace back() + EnsureMoreCapacity() - Grow() < uint32 t > < Control > < Value > v8::internal::wasm v8::internal::wasm ::FastZoneVector< Control > ::FastZoneVector< Value > - begin - begin - end - end - capacity_end_ - capacity_end_ + FastZoneVector() + FastZoneVector() + FastZoneVector() + FastZoneVector() + Reset() + Reset() + begin() + begin() + end()+ end() + front() + front() + back() + back() + size() + size() + empty() + empty() + operator[]() + operator[]() + shrink to() + shrink to() + pop()+ pop()+ push() + push() + emplace back() + emplace back() + EnsureMoreCapacity() + EnsureMoreCapacity() Grow() - Grow()

v8::internal::wasm

- capacity_end_

+ FastZoneVector()

+ FastZoneVector()

- begin

+ Reset()

+ begin()

+ end()

+ front()

+ back()

+ size()

+ pop()

+ push()

Grow()

+ empty()

+ operator[]()

+ shrink to()

+ emplace back()

+ EnsureMoreCapacity()

- end

::FastZoneVector< uint32 t >