v8::debug::Scopelterator

- + Scopelterator()
- + ~Scopelterator()
- + Scopelterator()
- + operator=()
- + Done()
- + Advance()
- + GetType()
- + GetObject()
- + GetFunctionDebugName()
- + GetScriptId()
- + HasLocationInfo()
 + GetStartLocation()
- + GetEndLocation()
- + SetVariableValue()
- + CreateForFunction()
- + CreateForGeneratorObject()

v8::internal::DebugScope Iterator

- iterator
- + DebugScopeIterator()
- + DebugScopelterator()
- + DebugScopeIterator()
- + Done()
- + Advance()
- + GetType()
- + GetObject()
- + GetFunctionDebugName()
- + GetScriptId()
- + HasLocationInfo()
- + GetStartLocation()
- + GetEndLocation()
- + SetVariableValue()
- ShouldIgnore()

- v8::internal::anonymous namespace{debug-wasm
- -objects.cc}::DebugWasmScopeIterator
 - frame_
- type_
- + DebugWasmScopeIterator()
- + Done()
- + Advance()
- + GetType()
- + GetObject()
- + GetFunctionDebugName()
- + GetScriptId()
- + HasLocationInfo()
- + GetStartLocation() + GetEndLocation()
- + SetVariableValue()