## v8::internal::HeapEntries Allocator

- + ~HeapEntriesAllocator()
- + AllocateEntry()
- + AllocateEntry()

## v8::internal::V8HeapExplorer

- heap
- snapshot
- names
- heap\_object\_map\_
- progress
- generator
- global object tag map
- strong gc subroot names
- user roots
- global\_object\_name resolver
- visited fields
- max pointers
- + V8HeapExplorer()
- + ~V8HeapExplorer()
- + V8HeapExplorer()
- + operator=()
- + isolate()

v8::internal::EmbedderGraph

snapshot

- heap object map

+ AllocateEntry() + AllocateEntry()

- names

EntriesAllocator

+ EmbedderGraphEntriesAllocator()

- + AllocateEntry()
- + AllocateEntry()
- + EstimateObjectsCount()
- + PopulateLineEnds()
- + IterateAndExtractReferences()
- + CollectTemporaryGlobalObjects Tags()
- + MakeGlobalObjectTagMap()
- + TagBuiltinCodeObject()
- + AddEntry()
- + GetConstructor()
- + GetConstructorName()
- MarkVisitedField()
- AddEntry()
- AddEntry()
- GetSystemEntryName()
- GetSystemEntryType()
- GetLocationFunction()
- ExtractLocation()
- ExtractLocationFor(SFunction())
- ExtractReferences()
- ExtractJSGlobalProxyReferences() and 61 more...

v8::internal::anonymous \_namespace{heap-snapshot -generator.cc}::ExternalDataEntry Allocator

- size
- explorer\_
- name\_
- + ExternalDataEntryAllocator()
- + AllocateEntry()
- + AllocateEntry()