```
v8::internal::RegExpMacro
              Assembler
+ kMaxRegisterCount
+ kMaxRegister
+ kMaxCaptures
+ kMaxCPOffset
+ kMinCPOffset
+ kTableSizeBits
+ kTableSize
+ kTableMask
+ kUseCharactersValue
slow_safe_compilerbacktrack_limit_
- can fallback
- global mode
- isolate
- zone
+ RegExpMacroAssembler()
   ~RegExpMacroAssembler()
+ GetCode()
+ AbortedCodeGeneration()
+ stack_limit_slack_slot
_count()
+ CanReadUnaligned()
+ AdvanceCurrentPosition()
+ AdvanceRegister()
+ Backtrack()
+ Bind()
and 55 more..

    + CaseInsensitiveCompareNon

Unicode()
+ CaseInsensitiveCompareUnicode()
+ IsCharacterInRangeArray()
# has backtrack limit()
# backtrack limit()
# can_fallback()
                  Δ
v8::internal::NativeRegExp
          MacroAssembler
# word character map
range_array_cache
+ NativeRegExpMacroAssembler()
+ ~NativeRegExpMacroAssembler()
+ CanReadUnaligned()
+ LoadCurrentCharacterImpl()+ LoadCurrentCharacterUnchecked()
+ Match()
+ ExecuteForTesting()
+ GrowStack()
+ CheckStackGuardState()
+ word_character_map
 _address()
# GetOrAddRangeArray()
Execute()
 v8::internal::RegExpMacro
           AssemblerX64
 - masm
      root_array_scope
  - no
 code_relative_fixup
  _positions_
  mode
 num_registers_num_saved_registers_
 entry_labestart_label
         label
 - success_label_
- backtrack_label
  exit label
 check_preempt_labelstack_overflow_label
 - fallback_label
 - kFramePointerOffset

    kReturnAddressOffset

    kFrameAlign

    kFrameTypeOffset

    kInputStringOffset

    kStartIndexOffset

 - kInputStartOffset

    kInputEndOffset

   kRegisterOutputOffset
 - kNumOutputRegistersOffset
 and 11 more...
 + RegExpMacroAssemblerX64()
 + ~RegExpMacroAssemblerX64()
 + stack limit slack slot
  count()
 + AdvanceCurrentPosition()
 + AdvanceRegister()
 + Backtrack()
  + Bind()
 + CheckAtStart()
 + CheckCharacter()
+ CheckCharacterAfterAnd()
 and 40 more.
 + CheckStackGuardState()
  CallCFunctionFromIrregexp
 Code()
   PushCallerSavedRegisters()
 PopCallerSavedRegisters()
    CheckPreemption()
 - CheckStackLimit()
  AssertAboveStackLimitMinus
 Slack()
 CallCheckStackGuardState()CallIsCharacterInRangeArray()
 - register_location()
 - char
        size()
 and 19 more...
  current_character()
 backtrack_stackpointer()
```

code\_object\_pointer()