```
v8::internal::CallInterface
            Descriptor
- data
+ CallInterfaceDescriptor()
+ ~CallInterfaceDescriptor()
+ CallInterfaceDescriptor()
+ flags()
+ tag()
+ sandboxing_mode()
+ HasContextParameter()
+ AllowVarArgs()
+ CalleeSaveRegisters()
+ GetReturnCount()
and 13 more...
+ ContextRegister()
# data()
# CheckFloatingPointParameters()
# IsValidFloatParameterRegister()
# DefaultRegisterArray()
# DefaultDoubleRegisterArray()
# DefaultReturnRegisterArray()
# DefaultReturnDoubleRegister
Array()
# DefaultJSRegisterArray()
                      v8::internal::StaticCall
                      InterfaceDescriptor < Derived
                               Descriptor >
                      + kReturnCount
                      + kParameterCount
                      + kNoContext
                      + kAllowVarArgs
                      + kNoStackScan
                      + kStackArgumentOrder
                      + kMaxRegisterParams
                      + kRestrictAllocatableRegisters
                      + kCalleeSaveRegisters
                      + kCustomMachineTypes
                      + StaticCallInterfaceDescriptor()
                      + registers()
                      + double_registers()
                      + return_registers()
                      + return_double_registers()
                      + flags()
                      + AllowVarArgs()
                      + HasContextParameter()
                      + GetReturnCount()
                      + GetParameterCount()
                      + GetRegisterParameterCount()
                      and 6 more...
                      Initialize()
                      InitializeTypes()
                            < ConstructStubDescriptor >
 v8::internal::StaticCall
 InterfaceDescriptor < Construct
         StubDescriptor >
  + kReturnCount
  + kParameterCount
 + kNoContext
  + kAllowVarArgs
 + kNoStackScan
  + kStackArgumentOrder
  + kMaxRegisterParams
  + kRestrictAllocatableRegisters
```

+ kCalleeSaveRegisters + kCustomMachineTypes + StaticCallInterfaceDescriptor() + registers() + double_registers()

+ return_registers() + return_double_registers()

+ flags()

+ AllowVarArgs()

+ HasContextParameter()

+ GetReturnCount()

+ GetParameterCount()

+ GetRegisterParameterCount() and 6 more...

- Initialize()

InitializeTypes()

v8::internal::ConstructStub Descriptor + registers()