```
v8::internal::Utf16Character
              Stream
    + kEndOfInput
    # buffer start
   # buffer_cursor_
# buffer_end_
    # buffer_pos
    # runtime call stats
    # has parser error
    + ~Utf16CharacterStream()
    + set parser error()
    + reset parser error
    flag()
    + has_parser_error()
    + Peek()
    + Advance()
    + AdvanceUntil()
    + Back()
    + pos()
    + Seek()
    and 6 more...
    # Utf16CharacterStream()
    # Utf16CharacterStream()
    # ReadBlockChecked()
    # ReadBlock()
v8::internal::BufferedUtf16
         CharacterStream
# buffer
# kBufferSize
+ BufferedUtf16CharacterStream()
# ReadBlock()
# FillBuffer()
v8::internal::Utf8External
         StreamingStream

    chunks

- current
- source stream
+ Utf8ExternalStreamingStream()
+ ~Utf8ExternalStreamingStream()
+ can_access_heap()
+ can_be_cloned()
+ Clone()
# FillBuffer()

    Utf8ExternalStreamingStream()

SkipToPosition()
FillBufferFromCurrentChunk()
- FetchChunk()
SearchPosition()
GetChunk()
```