```
v8::HandleScope

    i isolate

- prev next
- prev limit
+ HandleScope()
+ ~HandleScope()
+ GetIsolate()
+ HandleScope()
+ operator=()
+ NumberOfHandles()
+ CreateHandleForCurrentIsolate()
# HandleScope()
# Initialize()
# CreateHandle()
operator new()
operator new[]()
operator delete()
operator delete[]()
 v8::EscapableHandleScopeBase
- escape slot
+ EscapableHandleScopeBase()
+ ~EscapableHandleScopeBase()
+ EscapableHandleScopeBase()
+ operator=()
+ operator new()
+ operator new[]()
+ operator delete()
+ operator delete[]()
# EscapeSlot()
   v8::InternalEscapableScope
   + InternalEscapableScope()
   + Escape()
   + EscapeMaybe()
```