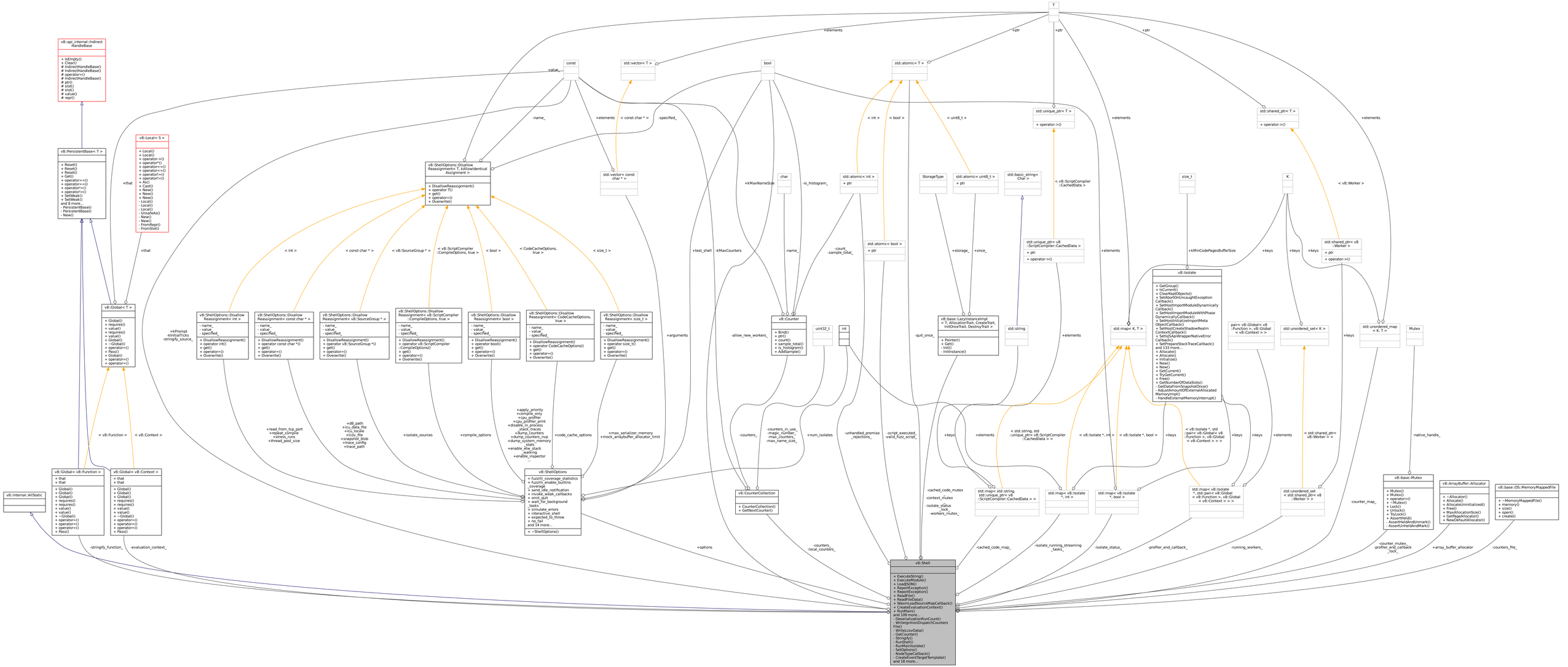
v8::Shell
+ ExecuteString()
+ ExecuteModule()
+ LoadJSON()
+ ReportException()
+ ReportException()
+ ReadFile()
+ ReadFileData()
+ PrepareLoadSourceMapCallback()
+ EvaluateEvaluationContext()
+ RunMain()
and 109 more...
- DeserializationRunCount()
- WriteIgnitionDispatchCounters
File()
- WriteLcovData()
- GetCounter()
- Stringify()
- RunShell()
- RunMainIsolate()
- SetOptions()
- NodeTypeCallback()
- CreateEventTargetTemplate()
and 18 more...
v8::ShellOptions
+ fuzzilli_coverage_statistics
+ fuzzilli_enable_builtins
+ oversize
+ send_idle_notification
+ invoke_weak_callbacks
+ omit_quit
+ wait_for_background
_tasks
+ simulate_errors
+ interactive_shell
+ expected_to_throw
+ no_fail
and 14 more...
+ ~ShellOptions()
v8::CounterCollection
+ CounterCollection()
+ GetNextCounter()
v8::Counter
+ Bind()
+ ptr()
+ count()
+ sample_total()
+ is_histogram()
+ AddSample()
v8::Global< T >
+ Global()
+ requires()
+ value()
+ requires()
+ value()
+ Global()
+ ~Global()
+ operator=()
+ Pass()
+ Global()
+ operator=()
+ operator=()
v8::Global< v8::Function >
+ that
+ that
+ Global()
+ Global()
+ Global()
+ requires()
+ requires()
+ value()
+ value()
+ ~Global()
+ operator=()
+ operator=()
+ Pass()
v8::Global< v8::Context >
+ that
+ that
+ Global()
+ Global()
+ Global()
+ requires()
+ requires()
+ value()
+ value()
+ ~Global()
+ operator=()
+ operator=()
+ Pass()
v8::PersistentBase< T >
+ Reset()
+ Reset()
+ Reset()
+ Get()
+ operator==()
+ operator==()
+ operator!=()
+ operator!=()
+ SetWeak()
+ SetWeak()
and 8 more...
- PersistentBase()
- PersistentBase()
- New()
v8::Local< S >
+ Local()
+ Local()
+ operator->()
+ operator*()
+ operator==()
+ operator==()
+ operator!=()
+ operator!=()
+ As()
+ Cast()
+ Cast()
+ New()
+ New()
- Local()
- Local()
- Local()
- UnsafeAs()
- New()
- New()
- FromMaybe()
- FromSlot()
v8::ShellOptions::Disallow
Reassignment< T, kAllowIdentical
Assignment >
+ DisallowReassignment()
+ operator T()
+ get()
+ operator=()
+ Overwrite()
v8::ShellOptions::Disallow
Reassignment< int >
- name_
- value_
- specified_
+ DisallowReassignment()
+ operator int()
+ get()
+ operator=()
+ Overwrite()
v8::ShellOptions::Disallow
Reassignment< const char * >
- name_
- value_
- specified_
+ DisallowReassignment()
+ operator const char *()
+ get()
+ operator=()
+ Overwrite()
v8::ShellOptions::Disallow
Reassignment< v8::SourceGroup * >
- name_
- value_
- specified_
+ DisallowReassignment()
+ operator v8::SourceGroup *()
+ get()
+ operator=()
+ Overwrite()
v8::ShellOptions::Disallow
Reassignment< v8::ScriptCompiler
::CompileOptions, true >
- name_
- value_
- specified_
+ DisallowReassignment()
+ operator v8::ScriptCompiler
::CompileOptions()
+ get()
+ operator=()
+ Overwrite()
v8::ShellOptions::Disallow
Reassignment< bool >
- name_
- value_
- specified_
+ DisallowReassignment()
+ operator bool()
+ get()
+ operator=()
+ Overwrite()
v8::ShellOptions::Disallow
Reassignment< CodeCacheOptions,
true >
- name_
- value_
- specified_
+ DisallowReassignment()
+ operator CodeCacheOptions()
+ get()
+ operator=()
+ Overwrite()
v8::ShellOptions::Disallow
Reassignment< size_t >
- name_
- value_
- specified_
+ DisallowReassignment()
+ operator size_t()
+ get()
+ operator=()
+ Overwrite()
v8::internal::AllStatic
v8::base::LazyInstanceImpl
< T, AllocationTrait, CreateTrait,
InitOnceTrait, DestroyTrait >
+ Pointer()
+ Get()
- Init()
- InitInstance()
v8::Isolate
+ GetGroup()
+ IsCurrent()
+ IsKeptObjects()
+ SetAbortOnUncaughtException
Callback()
+ SetHostImportModuleDynamically
Callback()
+ SetHostImportModuleWithPhase
DynamicallyCallback()
+ SetHostInitializeImportMeta
ObjectCallback()
+ SetHostCreateShadowRealm
ContextCallback()
+ SetMicrotaskWrapperNativeError
Callback()
+ SetPrepareStackTraceCallback()
and 133 more...
+ Allocate()
+ Allocate()
+ Allocate()
+ Initialize()
+ New()
+ New()
+ TryGetCurrent()
+ SyncGetCurrent()
+ Free()
+ GetNumberOfDataSlots()
- GetDataFromSnapshotOnce()
- AdjustAmountOfExternalAllocated
MemoryImpl()
- HandleExternalMemoryInterrupt()
v8::base::Mutex
+ Mutex()
+ Mutex()
+ operator=()
+ ~Mutex()
+ Lock()
+ Unlock()
+ TryLock()
+ AssertHeld()
- AssertHeldAndUnmark()
- AssertUnheldAndMark()
v8::ArrayBuffer::Allocator
+ ~Allocator()
+ Allocate()
+ AllocateUninitialized()
+ Free()
+ MaxAllocationSize()
+ GetPageAllocator()
+ NewDefaultAllocator()
v8::base::OS::MemoryMappedFile
+ ~MemoryMappedFile()
+ memory()
+ size()
+ open()
+ create()
v8::api_internal::Indirect
HandleBase
+ IsEmpty()
+ Clear()
# IndirectHandleBase()
# IndirectHandleBase()
# operator=()
# IndirectHandleBase()
# get()
# slot()
# slot()
# value()
# repr()
T
const
bool
char
uint32_1
int
size_t
K
StorageType
std::vector< T >
std::vector< const
char * >
std::atomic< T >
std::atomic< int >
+ ptr
std::atomic< bool >
+ ptr
std::atomic< uint8_t >
+ ptr
std::basic_string<
Char >
std::string
std::unique_ptr< T >
+ operator->()
std::unique_ptr< v8
::ScriptCompiler::CachedData >
+ ptr
+ operator->()
std::shared_ptr< T >
+ operator->()
std::shared_ptr< v8
::Worker >
+ ptr
+ operator->()
std::map< K, T >
std::unordered_set< K >
std::unordered_map
< K, T >
std::unordered_set
< std::shared_ptr< v8
::Worker > >
std::map< std::string,
std::unique_ptr< v8
::ScriptCompiler::CachedData > >
std::map< v8::Isolate
*, int >
std::map< v8::Isolate
*, bool >
std::map< v8::Isolate
*, std::pair< v8::Global
< v8::Function >, v8::Global
< v8::Context > > >
pair< v8::Global< v8
::Function >, v8::Global
< v8::Context > >
+elements
+ptr
+ptr
+ptr
-value_
-name_
+elements
< const char * >
-specified_
< int >
< bool >
< uint8_t >
+elements
+elements
+that
+that
v8::ShellOptions::Disallow
Reassignment< v8::ScriptCompiler
::CompileOptions, true >
+test_shell
-kMaxCounters
+kMaxNameSize
-is_histogram_
-name_
-count_
-sample_total_
+storage_
+once_
< v8::ScriptCompiler
::CachedData >
+elements
+kMinCodePagesBufferSize
+keys
+keys
+keys
< v8::Worker >
< int >
< const char * >
< v8::SourceGroup * >
< v8::ScriptCompiler
::CompileOptions, true >
< bool >
< CodeCacheOptions,
true >
< size_t >
+arguments
-allow_new_workers_
-quit_once_
+elements
+kPrompt
-kInitialTicks
-stringify_source_
+read_from_tcp_port
+repeat_compile
+stress_runs
+thread_pool_size
+d8_path
+icu_data_file
+icu_locale
+icu_tz_file
+snapshot_blob
+trace_config
+trace_path
+isolate_sources
+compile_options
+apply_priority
+compile_only
+cpu_profiler
+cpu_profiler_print
+disable_in_process
_stack_traces
+dump_counters
+dump_counters_nvp
+dump_system_memory
_stats
+enable_ether_stack
_walking
+enable_inspector
+code_cache_options
+max_serializer_memory
+mock_arraybuffer_allocator_limit
-counters_
-counters_in_use_
-magic_number_
-max_counters_
-max_name_size_
+num_isolates
-unhandled_promise
rejections
-script_executed_
-valid_fuzz_script_
+keys
+elements
< std::string, std
::unique_ptr< v8::ScriptCompiler
::CachedData > >
< v8::Isolate *, int >
< v8::Isolate *, bool >
+keys
< v8::Isolate *, std
::pair< v8::Global< v8
::Function >, v8::Global
< v8::Context > > >
+keys
+keys
+elements
< std::shared_ptr<
v8::Worker > >
-native_handle_
-counter_map_
-cached_code_mutex
-context_mutex
-isolate_status
_lock
-workers_mutex_
-options
-counters_
-local_counters_
-cached_code_map_
-isolate_running_streaming
tasks
-isolate_status_
-profiler_end_callback_
-running_workers_
-counter_mutex
-profiler_end_callback
_lock
+array_buffer_allocator
-counters_file_
-stringify_function_
-evaluation_context_