

v8::internal::MaybeHandle< v8::internal::SharedFunctionInfo >

+ \_\_pad0\_\_  
+ T  
+ isolate  
# location\_

+ MaybeHandle()  
+ MaybeHandle()  
+ MaybeHandle()  
+ MaybeHandle()  
+ MaybeHandle()  
+ Assert()  
+ Check()  
+ ToHandleChecked()  
+ ToHandle()  
+ ToHandle()  
+ ToHandle()  
+ equals()  
+ address()  
+ is\_null()  
# MaybeHandle()

v8::internal::FunctionLiteral

+ GetName()  
+ has\_shared\_name()  
+ raw\_name()  
+ set\_raw\_name()  
+ scope()  
+ body()  
+ set\_function\_token\_position()  
+ function\_token\_position()  
+ start\_position()  
+ end\_position()  
and 39 more...  
- FunctionLiteral()

StackPosition

std::vector< v8::internal::Handle< v8::internal::JSGeneratorObject > >

std::vector< v8::internal::Handle< v8::internal::JSFunction > >

FuncId

std::map< K, T >

v8::internal::ThreadVisitor

+ VisitThread()  
# ~ThreadVisitor()

std::map< FuncId, v8::internal::anonymous\_namespace{livedit.cc}::FunctionData >

v8::internal::anonymous\_namespace{livedit.cc}::FunctionDataMap

+ AddInterestingLiteral()  
+ Lookup()  
+ Lookup()  
+ Fill()  
- GetFuncId()  
- GetFuncId()  
- Lookup()  
- VisitThread()  
- VisitCurrentThread()

