

+ ToMemOperand()
+ GetFramePointer()
+ GetFramePointerOffsetFor
StackSlot()
+ MoveRepr()
+ Allocate()
+ Allocate()
+ AllocateHeapNumber()
and 285 more...
+ GetAllocatableRegisters()
+ GetFramePointerOffsetFor
StackSlot()
- SmiTagInt32AndSetFlags()