v8::internal::LiteralBoilerplate Builder

+ kDepthKindBits
# bit_field_

+ is_initialized()
+ depth()
+ is_shallow()
+ needs_initial_allocation
_site()
+ ComputeFlags()
+ is_simple()
+ boilerplate_descriptor
_kind()
+ GetBoilerplateValue()
# LiteralBoilerplateBuilder()
# set_is_simple()
# set_boilerplate_descriptor
_kind()
# set_depth()
# set_needs_initial_allocation
_site()
# BuildConstants()
# InitDepthAndFlags()

v8::internal::ObjectLiteral BoilerplateBuilder

- properties_
- boilerplate_properties_
- boilerplate_description_

+ ObjectLiteralBoilerplate
Builder()
+ boilerplate_description()
+ IsFastCloningSupported()
+ properties_count()
+ properties()
+ has_elements()
+ has_rest_property()
+ fast_elements()
+ has_null_prototype()
+ BuildBoilerplateDescription()
and 6 more...
- InitFlagsForPendingNullPrototype()
- set_has_elements()
- set_fast_elements()
- set_has_null_protoype()