## v8::internal::RootVisitor + ~RootVisitor() + VisitRootPointers() + VisitRootPointer() + VisitRootPointers() + VisitRunningCode() + Synchronize() + collector() + RootName() v8::internal::anonymous namespace{scavenger.cc} ::ObjectPinningVisitorBase < ConcreteVisitor > - heap scavenger pinned objects + ObjectPinningVisitorBase() + VisitRootPointer() + VisitRootPointers() # HandleHeapObject() < PreciseObjectPinningVisitor > v8::internal::anonymous namespace{scavenger.cc} ::ObjectPinningVisitorBase < PreciseObjectPinningVisitor > - heap - scavenger - pinned objects + ObjectPinningVisitorBase() + VisitRootPointer() + VisitRootPointers() # HandleHeapObject() v8::internal::anonymous namespace{scavenger.cc} ::PreciseObjectPinningVisitor + PreciseObjectPinningVisitor() HandlePointer()