v8::debug::DebugDelegate v8::debug::AsyncEventDelegate + ~DebugDelegate() + ScriptCompiled() + BreakProgramRequested() + BreakOnInstrumentation() + ~AsyncEventDelegate() + ExceptionThrown() + AsyncEventOccurred() + IsFunctionBlackboxed() + ShouldBeSkipped() + BreakpointConditionEvaluated() v8 inspector::V8Debugger - m isolate - m inspector - m enableCount - m breakpointsActiveCount - m ignoreScriptParsedEvents Counter - m originalHeapLimit - m_scheduledOOMBreak - m targetContextGroupId - m pausedContextGroupId - m instrumentationPause and 30 more... + V8Debugger() + ~V8Debugger() + V8Debugger() + operator=() + enabled() + isolate() + setBreakpointsActive() + removeBreakpoint() + getPauseOnExceptionsState() + setPauseOnExceptionsState() and 48 more... addInternalObject() - clearContinueToLocation() - shouldContinueToCurrentLocation() - installTerminateExecution Callbacks() - handleProgramBreak() - getTargetScopes() functionScopes() generatorScopes() - collectionsEntries() privateMethods() and 21 more... nearHeapLimitCallback() - terminateExecutionCompleted Callback() - terminateExecutionCompleted

CallbackIgnoringData()