## v8::internal::CallInterface Descriptor - data + CallInterfaceDescriptor() + ~CallInterfaceDescriptor() + CallInterfaceDescriptor() + flags() + tag() + sandboxing\_mode() + HasContextParameter() + AllowVarArgs() + CalleeSaveRegisters() + GetReturnCount() and 13 more... + ContextRegister() # data() # CheckFloatingPointParameters() # IsValidFloatParameterRegister() # DefaultRegisterArray() # DefaultDoubleRegisterArray() # DefaultReturnRegisterArray() # DefaultReturnDoubleRegister # DefaultJSRegisterArray() Д v8::internal::StaticCall InterfaceDescriptor< Derived Descriptor > + kReturnCount + kParameterCount + kNoContext + kAllowVarArgs + kNoStackScan + kStackArgumentOrder + kMaxRegisterParams + kRestrictAllocatableRegisters + kCalleeSaveRegisters + kCustomMachineTypes + StaticCallInterfaceDescriptor() + registers() + double registers() + return\_registers() + return\_double\_registers() + flags() + AllowVarArgs() + HasContextParameter() + GetReturnCount()

v8::internal::StaticCall

and 6 more... - Initialize() - InitializeTypes()

+ GetParameterCount()

+ GetRegisterParameterCount()

< EnumeratedKeyedLoadDescriptor >

InterfaceDescriptor < Enumerated
KeyedLoadDescriptor >

- + kReturnCount
- + kParameterCount
- + kNoContext
- + kAllowVarArgs
- + kNoStackScan
- + kStackArgumentOrder
- + kMaxRegisterParams
- + kRestrictAllocatableRegisters
- + kCalleeSaveRegisters
- + kCustomMachineTypes
- + StaticCallInterfaceDescriptor()
- + registers()
- + double\_registers()
- + return\_registers()
- + return\_double\_registers()
- + flags()
- + AllowVarArgs()
- + HasContextParameter()
- + GetReturnCount()
- + GetParameterCount()
- + GetRegisterParameterCount()
- and 6 more...
   Initialize()
- Initialize()InitializeTypes()

v8::internal::Enumerated KeyedLoadDescriptor

+ DEFINE\_PARAMETER\_TYPES()