

v8::internal::PreparseData  
Builder::SaveScopeAllocationData



```
graph LR; A[v8::internal::PreparseData  
Builder::SaveScopeAllocationData] --> B[v8::internal::PreparseData  
Builder::ByteData::length];
```

A diagram showing a call from `Builder::SaveScopeAllocationData` to `ByteData::length`. The left box is white with a black border, and the right box is gray with a black border. A blue arrow points from the right side of the left box to the left side of the right box.

v8::internal::PreparseData  
Builder::ByteData::length