

+ BytecodeOperandIdx()

+ BytecodeOperandIdxSmi()

and 64 more... + DefaultUpdateFeedbackMode()

# bytecode() # ToNumberOrNumeric()

# StoreRegisterForShortStar()

# LoadBytecode() # LoadParameterCountWithout

Receiver()

# TargetSupportsUnalignedAccess() BytecodeArrayTaggedPointer()

- DispatchTablePointer()

- GetAccumulatorUnchecked()

GetInterpretedFramePointer()

RegisterLocation()

RegisterLocation()

NextRegister() LoadRegister()

StoreRegister() - CallPrologue()

and 30 more...

v8::internal::interpreter ::anonymous\_namespace{interpreter -generator.cc}::InterpreterLookupContext SlotAssembler

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+ InterpreterLookupContext SlotAssembler() + LookupContextSlot()