

v8::internal::compiler
::OutputFrameStateCombine
::PokeAt



```
graph LR; A["v8::internal::compiler  
::OutputFrameStateCombine  
::PokeAt"] --> B["v8::internal::compiler  
::OutputFrameStateCombine  
::OutputFrameStateCombine"]
```

The diagram illustrates a transformation in the V8 compiler. On the left, a gray box contains the code for a single function call: `v8::internal::compiler::OutputFrameStateCombine::PokeAt`. A blue arrow points from this box to a white box on the right. The white box contains the code for a loop: `v8::internal::compiler::OutputFrameStateCombine::OutputFrameStateCombine`, which is repeated twice. This suggests that the original code is being transformed into a loop structure.

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