v8::internal::RegExpMacro Assembler

+ kMaxRegisterCount
+ kMaxRegister
+ kMaxCaptures
+ kMaxCPOffset
+ kMinCPOffset
+ kTableSizeBits
+ kTableSize
+ kTableMask
+ kUseCharactersValue
- slow_safe_compiler_
- backtrack_limit_
- can_fallback_
- global_mode_
- isolate_
- zone_

+ RegExpMacroAssembler()
+ ~RegExpMacroAssembler()
+ GetCode()
+ AbortedCodeGeneration()
+ stack_limit_slack_slot
_count()
+ CanReadUnaligned()
+ AdvanceCurrentPosition()
+ AdvanceRegister()
+ Backtrack()
+ Bind()
and 55 more...
+ CaseInsensitiveCompareNon
Unicode()
+ CaseInsensitiveCompareUnicode()
+ IsCharacterInRangeArray()
# has_backtrack_limit()
# backtrack_limit()
# can_fallback()

△

v8::internal::NativeRegExp MacroAssembler

word_character_map
- range_array_cache_

+ NativeRegExpMacroAssembler()
+ ~NativeRegExpMacroAssembler()
+ CanReadUnaligned()
+ LoadCurrentCharacterImpl()
+ LoadCurrentCharacterUnchecked()
+ Match()
+ ExecuteForTesting()
+ GrowStack()
+ CheckStackGuardState()
+ word_character_map
_address()
# GetOrAddRangeArray()
- Execute()

△

v8::internal::RegExpMacro AssemblerARM

- masm_
- no_root_array_scope_
- mode_
- num_registers_
- num_saved_registers_
- entry_label_
- start_label_
- success_label_
- backtrack_label_
- exit_label_
- check_preempt_label_
- stack_overflow_label_
- fallback_label_
- kFramePointerOffset
- kStoredRegistersOffset
- kReturnAddressOffset
- kRegisterOutputOffset
- kNumOutputRegistersOffset
- kDirectCallOffset
- kIsolateOffset
- kFrameTypeOffset
- kInputEndOffset
- kInputStartOffset
and 9 more...

+ RegExpMacroAssemblerARM()
+ ~RegExpMacroAssemblerARM()
+ AbortedCodeGeneration()
+ stack_limit_slack_slot
_count()
+ AdvanceCurrentPosition()
+ AdvanceRegister()
+ Backtrack()
+ Bind()
+ CheckAtStart()
+ CheckCharacter()
and 39 more...
+ CheckStackGuardState()
- CallCFunctionFromIrregexp
Code()
- CheckPreemption()
- CheckStackLimit()
- AssertAboveStackLimitMinus
Slack()
- CallCheckStackGuardState()
- CallIsCharacterInRangeArray()
- register_location()
- char_size()
- BranchOrBacktrack()
- SafeCall()
and 9 more...
- current_input_offset()
- current_character()
- end_of_input_address()
- frame_pointer()
- backtrack_stackpointer()
- code_pointer()