## + ~ObjectVisitor() + VisitPointers() + VisitPointers() + VisitInstructionStreamPointer() + VisitCustomWeakPointers() + VisitPointer() + VisitPointer() + VisitCustomWeakPointer() + VisitEphemeron() + VisitRelocInfo() and 13 more... v8::internal::ObjectVisitor WithCageBases + ObjectVisitorWithCageBases() + ObjectVisitorWithCageBases() + ObjectVisitorWithCageBases() + cage\_base() + code\_cage\_base() v8::internal::HeapVisitor < ConcreteVisitor > # heap + HeapVisitor() + HeapVisitor() + HeapVisitor() # Visit() # VisitMapPointerIfNeeded() # concrete\_visitor() # concrete visitor() # VisitShortcutCandidate() # VisitJSObjectFast() # VisitJSApiObject() # VisitCppHeapExternalObject() # VisitStruct() # VisitFiller() # VisitFreeSpace() # VisitJSObjectSubclass() # VisitWithBodyDescriptor() # GetObjectFilterReadOnlyAnd SmiFast() # ShouldVisitMapPointer() # ShouldVisitReadOnlyMapPointer() # CanEncounterFillerOrFree Space() # ShouldUseUncheckedCast() # EnableConcurrentVisitation() # UsePrecomputedObjectSize() # ShouldVisitFullJSObject() # Cast() < RecordMigratedSlotVisitor > v8::internal::HeapVisitor < RecordMigratedSlotVisitor > # heap\_ + HeapVisitor() + HeapVisitor() + HeapVisitor() # Visit() VisitMapPointerIfNeeded() # concrete\_visitor()

v8::internal::ObjectVisitor

## # concrete visitor() # VisitShortcutCandidate() # VisitJSObjectFast() # VisitJSApiObject() # VisitCppHeapExternalObject() # VisitStruct() # VisitFiller() # VisitFreeSpace() # VisitJSObjectSubclass() # VisitWithBodyDescriptor() # GetObjectFilterReadOnlyAnd SmiFast() # ShouldVisitMapPointer() # ShouldVisitReadOnlyMapPointer() # CanEncounterFillerOrFree Space() # ShouldUseUncheckedCast() # EnableConcurrentVisitation() # UsePrecomputedObjectSize() # ShouldVisitFullJSObject() # Cast()

## v8::internal::RecordMigrated SlotVisitor

## # heap\_

- + RecordMigratedSlotVisitor()
- + VisitPointer()
- + VisitMapPointer() + VisitPointer()
- + VisitPointers()
- + VisitPointers()
- + VisitInstructionStreamPointer() + VisitEphemeron()
- + VisitCodeTarget() + VisitEmbeddedPointer()
- and 7 more...
- + UsePrecomputedObjectSize() # RecordMigratedSlot()