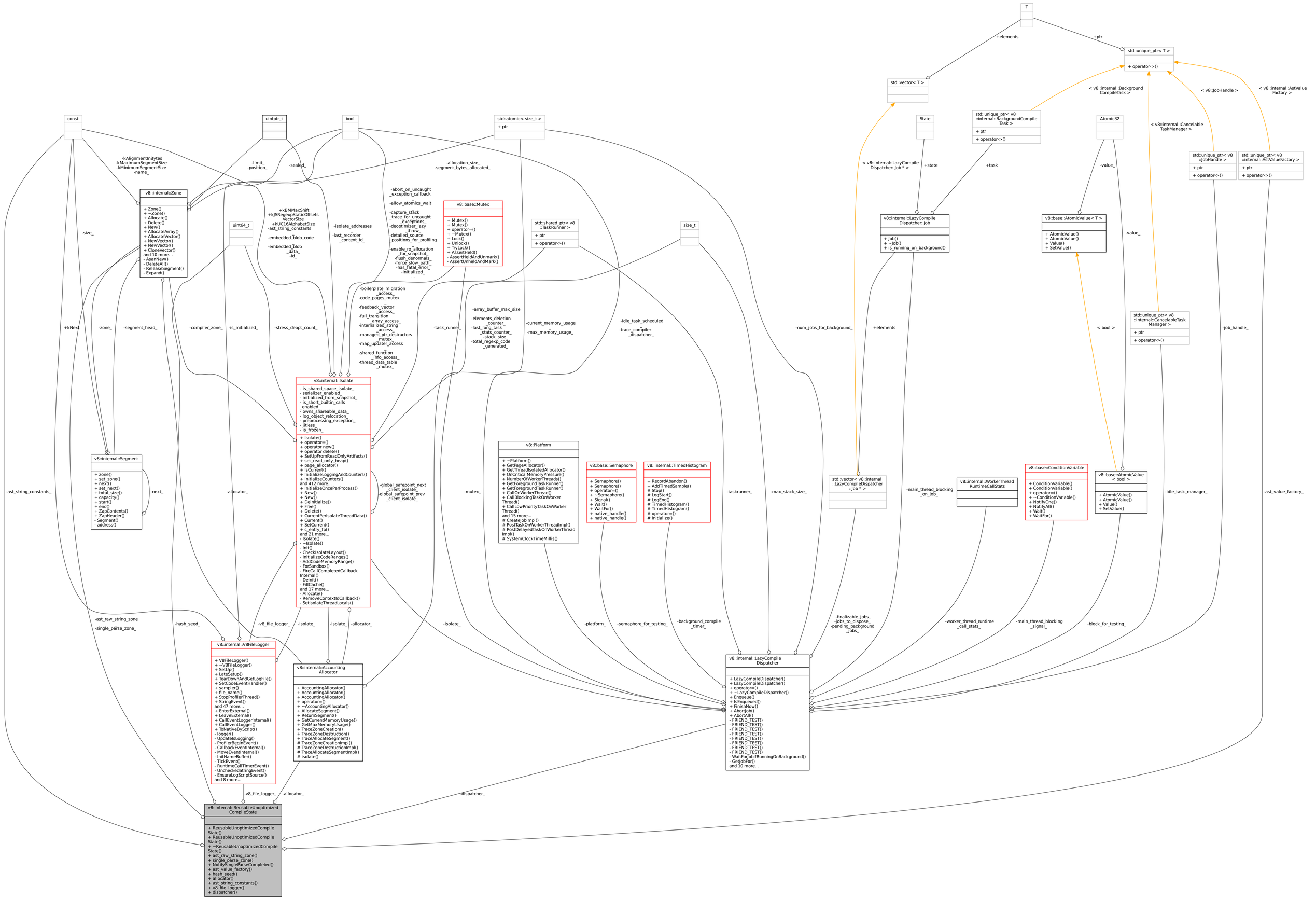
T
+elements
+ptr
std::unique_ptr< T >
+ operator->()
std::vector< T >
< v8::internal::Background CompileTask >
< v8::JobHandle >
< v8::internal::AstValue Factory >
< v8::internal::Cancelable TaskManager >
State
std::unique_ptr< v8 ::internal::BackgroundCompile Task >
+ ptr
+ operator->()
Atomic32
std::unique_ptr< v8 ::JobHandle >
+ ptr
+ operator->()
std::unique_ptr< v8 ::internal::AstValueFactory >
+ ptr
+ operator->()
< v8::internal::LazyCompile Dispatcher::Job * >
+state
+task
-value_
v8::internal::LazyCompile Dispatcher::Job
+ Job()
+ ~Job()
+ is_running_on_background()
v8::base::AtomicValue< T >
+ AtomicValue()
+ AtomicValue()
+ Value()
+ SetValue()
-value_
std::unique_ptr< v8 ::internal::CancelableTask Manager >
+ ptr
+ operator->()
< bool >
-job_handle_
const
-kAlignmentInBytes
-kMaximumSegmentSize
-kMinimumSegmentSize
-name_
v8::internal::Zone
+ Zone()
+ ~Zone()
+ Allocate()
+ Delete()
+ New()
+ AllocateArray()
+ AllocateVector()
+ NewVector()
+ NewVector()
+ CloneVector()
and 10 more...
- AsanNew()
- DeleteAll()
- ReleaseSegment()
- Expand()
-size_
+kNext
-zone_
-segment_head_
-compiler_zone_
-is_initialized_
-stress_deopt_count_
uintptr_t
-limit_
-position_
-sealed_
bool
-isolate_addresses
-last_recorder
-context_id_
uint64_t
+kBMMaxShift
+kJSRegexpStaticOffsets
VectorSize
+kUC16AlphabetSize
-ast_string_constants
-embedded_blob_code
-embedded_blob
_data_
-id_
std::atomic< size_t >
+ ptr
-allocation_size_
-segment_bytes_allocated_
-abort_on_uncaught
_exception_callback
-allow_atomics_wait
-capture_stack
_trace_for_uncaught
_exceptions_
-deoptimizer_lazy
_throw_
-detailed_source
_positions_for_profiling
-enable_ro_allocation
_for_snapshot_
-flush_denormals_
-force_slow_path_
-has_fatal_error_
-initialized_
...
v8::base::Mutex
+ Mutex()
+ Mutex()
+ operator=()
+ ~Mutex()
+ Lock()
+ Unlock()
+ TryLock()
+ AssertHeld()
- AssertHeldAndUnmark()
- AssertUnheldAndMark()
std::shared_ptr< v8
::TaskRunner >
+ ptr
+ operator->()
size_t
-boilerplate_migration
_access_
-code_pages_mutex
_
-feedback_vector
_access_
-full_transition
_array_access_
-internalized_string
_access_
-managed_ptr_destructors
_mutex_
-map_updater_access
_
-shared_function
_info_access_
-thread_data_table
_mutex_
-array_buffer_max_size
_
-elements_deletion
_counter_
-last_long_task
_stats_counter_
-stack_size_
-total_regexp_code
_generated_
-task_runner_
-current_memory_usage
_
-max_memory_usage_
-idle_task_scheduled
_
-trace_compiler
_dispatcher_
-num_jobs_for_background_
+elements
v8::internal::Isolate
- is_shared_space_isolate_
- serializer_enabled_
- initialized_from_snapshot_
- is_short_builtin_calls
_enabled_
- owns_shareable_data_
- log_object_relocation_
- preprocessing_exception_
- jitless_
- is_frozen_
+ Isolate()
+ operator=()
+ operator new()
+ operator delete()
+ SetUpFromReadOnlyArtifacts()
+ set_read_only_heap()
+ page_allocator()
+ IsCurrent()
+ InitializeLoggingAndCounters()
+ InitializeCounters()
and 412 more...
+ InitializeOncePerProcess()
+ New()
+ New()
+ DeinitializeOnce()
+ Free()
+ Delete()
+ CurrentPerIsolateThreadData()
+ Current()
+ SetCurrent()
+ c_entry_fp()
and 21 more...
- Isolate()
- ~Isolate()
- Init()
- CheckIsolateLayout()
- InitializeCodeRanges()
- AddCodeMemoryRange()
- ForSandbox()
- FireCallCompletedCallback
Internal()
- Deinit()
- FillCache()
and 17 more...
- Allocate()
- RemoveContextIdCallback()
- SetIsolateThreadLocals()
-global_safepoint_next
_client_isolate_
-global_safepoint_prev
_client_isolate_
v8::internal::Segment
+ zone()
+ set_zone()
+ next()
+ set_next()
+ total_size()
+ capacity()
+ start()
+ end()
+ ZapContents()
+ ZapHeader()
- Segment()
- address()
-next_
-allocator_
-ast_string_constants_
v8::Platform
+ ~Platform()
+ GetPageAllocator()
+ GetThreadIsolatedAllocator()
+ OnCriticalMemoryPressure()
+ NumberOfWorkerThreads()
+ GetForegroundTaskRunner()
+ GetForegroundTaskRunner()
+ CallOnWorkerThread()
+ CallBlockingTaskOnWorker
Thread()
+ CallLowPriorityTaskOnWorker
Thread()
and 15 more...
# CreateJobImpl()
# PostTaskOnWorkerThreadImpl()
# PostDelayedTaskOnWorkerThread
Impl()
# SystemClockTimeMillis()
-platform_
v8::base::Semaphore
+ Semaphore()
+ Semaphore()
+ operator=()
+ ~Semaphore()
+ Signal()
+ Wait()
+ WaitFor()
+ native_handle()
+ native_handle()
-semaphore_for_testing_
v8::internal::TimedHistogram
+ RecordAbandon()
+ AddTimedSample()
# Stop()
# LogStart()
# LogEnd()
# TimedHistogram()
# TimedHistogram()
# operator=()
# Initialize()
-background_compile
_timer_
-mutex_
-isolate_
-taskrunner_
-max_stack_size_
std::vector< v8::internal
::LazyCompileDispatcher
::Job * >
-finalizable_jobs_
-jobs_to_dispose_
-pending_background
_jobs_
-main_thread_blocking
_on_job_
v8::internal::WorkerThread
RuntimeCallStats
-worker_thread_runtime
_call_stats_
v8::base::ConditionVariable
+ ConditionVariable()
+ ConditionVariable()
+ operator=()
+ ~ConditionVariable()
+ NotifyOne()
+ NotifyAll()
+ Wait()
+ WaitFor()
-main_thread_blocking
_signal_
v8::base::AtomicValue
< bool >
+ AtomicValue()
+ AtomicValue()
+ Value()
+ SetValue()
-block_for_testing_
-idle_task_manager_
-ast_value_factory_
-ast_raw_string_zone
-single_parse_zone_
-hash_seed_
-v8_file_logger_
-isolate_
-isolate_
-allocator_
v8::internal::V8FileLogger
+ V8FileLogger()
+ ~V8FileLogger()
+ SetUp()
+ LateSetup()
+ TearDownAndGetLogFile()
+ SetCodeEventHandler()
+ sampler()
+ file_name()
+ StopProfilerThread()
+ StringEvent()
and 47 more...
+ EnterExternal()
+ LeaveExternal()
+ CallEventLoggerInternal()
+ CallEventLogger()
+ ToNativeByScript()
- logger()
- UpdateIsLogging()
- ProfilerBeginEvent()
- CallbackEventInternal()
- MoveEventInternal()
- InitNameBuffer()
- TickEvent()
- RuntimeCallTimerEvent()
- UncheckedStringEvent()
- EnsureLogScriptSource()
and 8 more...
v8::internal::Accounting
Allocator
+ AccountingAllocator()
+ AccountingAllocator()
+ AccountingAllocator()
+ operator=()
+ ~AccountingAllocator()
+ AllocateSegment()
+ ReturnSegment()
+ GetCurrentMemoryUsage()
+ GetMaxMemoryUsage()
+ TraceZoneCreation()
+ TraceZoneDestruction()
+ TraceAllocateSegment()
# TraceZoneCreationImpl()
# TraceZoneDestructionImpl()
# TraceAllocateSegmentImpl()
# isolate()
-v8_file_logger_
-allocator_
v8::internal::LazyCompile
Dispatcher
+ LazyCompileDispatcher()
+ LazyCompileDispatcher()
+ operator=()
+ ~LazyCompileDispatcher()
+ Enqueue()
+ IsEnqueued()
+ FinishNow()
+ AbortJob()
+ AbortAll()
- FRIEND_TEST()
- FRIEND_TEST()
- FRIEND_TEST()
- FRIEND_TEST()
- FRIEND_TEST()
- FRIEND_TEST()
- FRIEND_TEST()
- FRIEND_TEST()
- WaitForJobIfRunningOnBackground()
- GetJobFor()
and 10 more...
-dispatcher_
v8::internal::ReusableUnoptimized
CompileState
+ ReusableUnoptimizedCompile
State()
+ ReusableUnoptimizedCompile
State()
+ ~ReusableUnoptimizedCompile
State()
+ ast_raw_string_zone()
+ single_parse_zone()
+ NotifySingleParseCompleted()
+ ast_value_factory()
+ hash_seed()
+ allocator()
+ ast_string_constants()
+ v8_file_logger()
+ dispatcher()