v8::internal::LiteralBoilerplate Builder

- + kDepthKindBits # bit field
- + is initialized()
- + depth()
- + is shallow()
- + needs_initial_allocation site()
- + ComputeFlags()
- + is simple()
- + boilerplate_descriptor kind()
- + GetBoilerplateValue()
- # LiteralBoilerplateBuilder()
- # set is simple()
- # set_boilerplate_descriptor
 kind()
- # set depth()
- # set_needs_initial_allocation
 site()
- # BuildConstants()
- # InitDepthAndFlags()

v8::internal::ArrayLiteral BoilerplateBuilder

- + values
- + first spread index
- + boilerplate_description_
- + ArrayLiteralBoilerplateBuilder()
- + boilerplate description()
- + IsFastCloningSupported()
- + ComputeFlags()
- + first spread index()
- + InitDepthAndFlags()
- + GetOrBuildBoilerplateDescription()
- + BuildBoilerplateDescription()

v8::internal::ObjectLiteral BoilerplateBuilder

- properties
- boilerplate properties
- boilerplate_description_
- + ObjectLiteralBoilerplate Builder()
- + boilerplate_description()
- + IsFastCloningSupported()
- + properties count()
- + properties()
- + has elements()
- + has rest property()
- + fast elements()
- + has null prototype()
- + BuildBoilerplateDescription() and 6 more...
- InitFlagsForPendingNullPrototype()
- set has elements()
- set fast elements()
- set has null protoype()