int		const
<u> </u>		
-length_ -positiondata_		
v8::internal::SnapshotByte Source		
+ SnapshotByteSource() + SnapshotByteSource()		

+ ~SnapshotByteSource() + SnapshotByteSource()

+ operator=() + HasMore() + Get() + Peek() + Advance() + CopyRaw() and 8 more...