```
v8::internal::compiler
  ::GapResolver::Assembler
  + temp slots
  + ~Assembler()
  + AssembleMove()
  + AssembleSwap()
  + Push()
  + Pop()
  + PopTempStackSlots()
  + MoveToTempLocation()
  + MoveTempLocationTo()
  + SetPendingMove()
v8::internal::compiler
       ::CodeGenerator
+ kBinarySearchSwitchMinimal
Cases
zone
- isolate
- frame access state
- linkage

    instructions

- unwinding info writer
- info
- labels

    return label

- current block
and 33 more...
+ CodeGenerator()
+ AssembleCode()
+ FinalizeCode()
```

+ GetSourcePositionTable()+ GetProtectedInstructions

+ frame access state()

CreateFrameAccessState()

IsNextInAssemblyOrder()IsMaterializableFromRoot()

GetPushCompatibleMoves()

Data()

+ frame() + isolate() + linkage() and 16 more... - resolver() - safepoints() - info() - osr helper()

+ instructions()

FinishFrame()

and 53 more...
- IsValidPush()

AssembleBlock()AssembleInstruction()