v8::internal::IC

- isolate_
- vector_set_
- old_state_
- state_
- kind_
- lookup_start_object_map_
- accessor_
- target_maps_
- target_maps_set_
- slow_stub_reason_
- nexus_

+ IC()
+ ~IC()
+ state()
+ UpdateState()
+ RecomputeHandlerForName()
+ MarkRecomputeHandler()
+ IsAnyHas()
+ IsAnyLoad()
+ IsAnyStore()
+ IsAnyDefineOwn()
+ OnFeedbackChanged()
+ IsHandler()
+ OnFeedbackChanged()
# set_slow_stub_reason()
# set_accessor()
# accessor()
# isolate()
# is_vector_set()
# vector_needs_update()
# ConfigureVectorState()
# ConfigureVectorState()
# ConfigureVectorState()
# ConfigureVectorState()
and 36 more...
- FindTargetMaps()
- DISALLOW_IMPLICIT_CONSTRUCTORS()

v8::internal::LoadIC

+ LoadIC()
+ ShouldThrowReferenceError()
+ Load()
+ ShouldThrowReferenceError()
# UpdateCaches()
- ComputeHandler()

v8::internal::KeyedLoadIC

+ KeyedLoadIC()
+ Load()
# RuntimeLoad()
# LoadName()
# UpdateLoadElement()
- LoadElementHandler()
- LoadElementPolymorphicHandlers()
- GetKeyedAccessLoadModeFor()