```
v8::internal::CallInterface
            Descriptor
- data
+ CallInterfaceDescriptor()
+ ~CallInterfaceDescriptor()
+ CallInterfaceDescriptor()
+ flags()
+ tag()
+ sandboxing_mode()
+ HasContextParameter()
+ AllowVarArgs()
+ CalleeSaveRegisters()
+ GetReturnCount()
and 13 more...
+ ContextRegister()
# data()
# CheckFloatingPointParameters()
# IsValidFloatParameterRegister()
# DefaultRegisterArray()
# DefaultDoubleRegisterArray()
# DefaultReturnRegisterArray()
# DefaultReturnDoubleRegister
Array()
# DefaultJSRegisterArray()
                      v8::internal::StaticCall
                      InterfaceDescriptor < Derived
                               Descriptor >
                      + kReturnCount
                      + kParameterCount
                      + kNoContext
                      + kAllowVarArgs
                      + kNoStackScan
                      + kStackArgumentOrder
                      + kMaxRegisterParams
                      + kRestrictAllocatableRegisters
                      + kCalleeSaveRegisters
                      + kCustomMachineTypes
                      + StaticCallInterfaceDescriptor()
                      + registers()
                      + double_registers()
                      + return_registers()
                      + return_double_registers()
                      + flags()
                      + AllowVarArgs()
                      + HasContextParameter()
                      + GetReturnCount()
                      + GetParameterCount()
                      + GetRegisterParameterCount()
                      and 6 more...
                      Initialize()
                      InitializeTypes()
                             < Compare BaselineDescriptor >
 v8::internal::StaticCall
 InterfaceDescriptor < Compare
       BaselineDescriptor >
  + kReturnCount
 + kParameterCount
```

- + kNoContext
- + kAllowVarArgs
- + kNoStackScan
- + kStackArgumentOrder
- + kMaxRegisterParams
- + kRestrictAllocatableRegisters
- + kCalleeSaveRegisters
- + kCustomMachineTypes
- + StaticCallInterfaceDescriptor()
- + registers()
- + double_registers()
- + return_registers()
- + return double registers()
- + flags()
- + AllowVarArgs()
- + HasContextParameter()
- + GetReturnCount()
- + GetParameterCount()
- + GetRegisterParameterCount()
- and 6 more... Initialize()
- InitializeTypes()

v8::internal::Compare BaselineDescriptor

+ DEFINE PARAMETER TYPES()