## v8::debug::AsyncEventDelegate + ~AsyncEventDelegate() + AsvncEventOccurred() v8 inspector::V8Debugger m isolate m inspector - m enableCount m breakpointsActiveCount m ignoreScriptParsedEvents Counter - m originalHeapLimit - m scheduledOOMBreak m targetContextGroupId m pausedContextGroupId - m instrumentationPause and 30 more... + V8Debugger() + ~V8Debugger() + V8Debugger() + operator=() + enabled() + isolate() + setBreakpointsActive() + removeBreakpoint() + getPauseOnExceptionsState() + setPauseOnExceptionsState() and 48 more... addInternalObject() - clearContinueToLocation() shouldContinueToCurrentLocation() installTerminateExecution Callbacks() - handleProgramBreak() getTargetScopes() functionScopes() generatorScopes() collectionsEntries() privateMethods() and 21 more... nearHeapLimitCallback() terminateExecutionCompleted Callback() terminateExecutionCompleted CallbackIgnoringData()