## JSWeakObjectMapRef

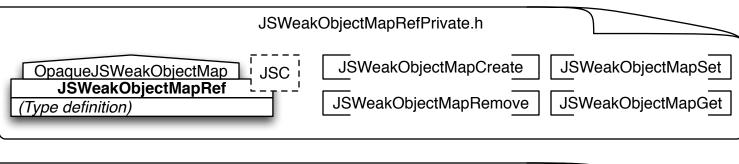
The object underlying JSWeakObjectMapRef is created via JSWeakObjectMapCreate, and takes two arguments: An opaque data pointer (void \*) that is held but not internally used, and a callback that is triggered upon the object's destruction. The callback is handed both the object and the opaque pointer that was passed on creation. The remaining 3 C methods are to manipulate key/value pairs. It uses a "Curiously recurring template pattern" to inherit the reference counting from the RefCounted template, and owns a WeakCGMap for mapping functionality.

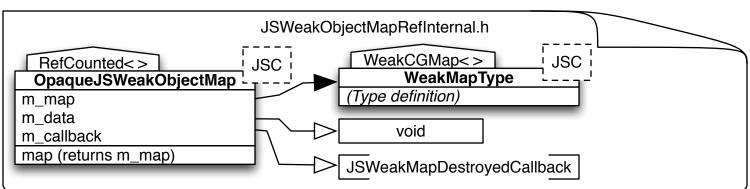
## Usage

JSWeakObjectMapRef serves as a mapping class between a void\* key and a weakly-held JSValueRef. Because of the use of a void\* in C++, it's highly likely the intent is to have the key be an opaquely-held Objective C object.



## Diagram





JSWeakObjectMapRefPrivate.cpp

(No new classes, but implements of functions declared in JSWeakObjectMapRefPrivate.h)