```
v8::internal::HeapObject
                Layout
     - map
     + HeapObjectLayout()
     + map()
     + map()
     + map word()
     + set_map()
+ set_map()
     + set map safe transition()
     + map slot()
     + set map safe transition
      no write barrier()
     __ + set_map_after_allocation()
     and 9 more...
     HeapObjectLayout()
     - HeapObjectLayout()
     operator=()
     operator=()
      v8::internal::AllocationSite
+ kMaximumArrayBytesToPretransition

    transition info or

boilerplate
- nested site

    dependent_code_

    pretenure_data

- pretenure create count
+ PretenureDecisionName()
+ transition info or
boilerplate()
+ boilerplate()
+ boilerplate()
+ set boilerplate()
+ transition info()
+ set transition info()
+ nested site()
+ set nested site()
+ pretenure data()
and 30 more...
+ DigestTransitionFeedback()
+ ShouldTrack()
+ ShouldTrack()
+ CanTrack()

    PretenuringDecisionMade()

        v8::internal::Allocation
          SiteWithWeakNext
        - weak next
         + weak next()
         + set weak next()
```