```
v8::internal::HeapObject
             Layout
- map
+ HeapObjectLayout()
+ map()
+ map()
+ map_word()
+ set_map()
+ set_map()
+ set_map_s
              safe_transition()
         slot()
+ map_
+ set_map_safe_transition
_no_write_barrier()
+ set
       _map_after_allocation()
and 9 more..
HeapObjectLayout()HeapObjectLayout()
operator=()
 operator=()
                Δ
 v8::internal::PrimitiveHeap
             Object
                Δ
   v8::internal::BigIntBase
  kMaxLengthBits
+ kMaxLength
+ kLengthFieldBits
- bitfield
- kDigitSize
- kDigitBits
- kHalfDigitBits
· kHalfDigitMask
+ length()
+ length()
+ digits()
- sign()
- digit()
 is
    zero()
- FLEXIBLE
             ARRAY_MEMBER()
                Δ
v8::internal::FreshlyAllocated
              BigInt
+ clear_padding()
                Δ
  v8::internal::MutableBigInt
  + InitializeDigits()
  + rw_digits()
+ set_sign()
+ set_length()
  + initīalize
               bitfield()
  + set_digit()
  + set_64_bits()
+ MakeImmutable()
  + MakeImmutable()
  + Canonicalize()
  + New()
  + NewFromInt()
  + NewFromDouble()
+ Copy()
+ Zero()
    AbsoluteAddOne()
    AbsoluteSubOne()
  and 9 more...
```