```
v8::internal::SlotBase
< Subclass, Data, SlotDataAlignment >

+ kSlotDataSize
+ kSlotDataAlignment
- ptr_

+ operator++()
+ operator++()
+ operator--()
+ operator--()
+ operator<()
+ operator<=()
+ operator>()
+ operator>=()
+ operator==()
+ operator!=()
and 9 more...
# SlotBase()
```

< FullHeapObjectSlot,
  Address >

```
v8::internal::SlotBase
< FullHeapObjectSlot,
  Address >

+ kSlotDataSize
+ kSlotDataAlignment
- ptr_

+ operator++()
+ operator++()
+ operator--()
+ operator--()
+ operator<()
+ operator<=()
+ operator>()
+ operator>=()
+ operator==()
+ operator!=()
and 9 more...
# SlotBase()
```

```
v8::internal::FullHeapObjectSlot


+ FullHeapObjectSlot()
+ FullHeapObjectSlot()
+ FullHeapObjectSlot()
+ FullHeapObjectSlot()
+ operator*()
+ load()
+ store()
+ ToHeapObject()
+ StoreHeapObject()
```