```
v8::internal::SlotBase
< Subclass, Data, SlotDataAlignment >
+ kSlotDataSize
+ kSlotDataAlianment
- ptr
+ operator++()
+ operator++()
+ operator--()
+ operator--()
+ operator<()
+ operator<=()
+ operator>()
+ operator>=()
+ operator==()
+ operator!=()
and 9 more...
# SlotBase()
                    < UnalignedSlot< T
                         >, T, 1 >
        v8::internal::SlotBase
        < UnalignedSlot< T >,
                 T. 1 >
        + kSlotDataSize
        + kSlotDataAlignment
        - ptr
        + operator++()
        + operator++()
        + operator--()
        + operator--()
        + operator<()
        + operator<=()
        + operator>()
        + operator>=()
        + operator==()
        + operator!=()
        and 9 more...
        # SlotBase()
   v8::internal::UnalignedSlot< T >
   + UnalignedSlot()
   + UnalignedSlot()
   + UnalignedSlot()
   + operator*()
   + operator[]()
```