```
v8::internal::Malloced
      + operator new()
      + operator delete()
     v8::internal::BaseSpace
# heap_
# id
# committed
# max_committed
+ BaseSpace()
+ operator=()
+ heap()
+ identity()
+ CommittedMemory()
+ MaximumCommittedMemory()
+ CommittedPhysicalMemory()
+ Size()
# BaseSpace()
# ~BaseSpace()
# AccountCommitted()
# AccountUncommitted()
       v8::internal::Space
 # memory_chunk_list_
# external_backing_store
  bytes
 # free list
 + Space()
 + ~Space()
 + Space()
 + operator=()
 + SizeOfObjects()
 + Available()
 + GetObjectIterator()
 + IncrementExternalBacking
 StoreBytes()
 + DecrementExternalBacking
 StoreBytes()
 + ExternalBackingStoreBytes()
 and 10 more...

    + MoveExternalBackingStore

 Bytes()
v8::internal::SpaceWithLinearArea
+ SpaceWithLinearArea()
+ CreateAllocatorPolicy()
```