```
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::PrimitiveHeap
            Object
```

△

```
v8::internal::Oddball

+ kFalse
+ kTrue
+ kNotBooleanMask
+ kNull
+ kUndefined
- to_number_raw_
- to_string_
- to_number_
- type_of_
- kind_

+ set_to_number_raw_as
_bits()
+ to_string()
+ set_to_string()
+ to_number()
+ set_to_number()
+ type_of()
+ set_type_of()
+ kind()
+ set_kind()
+ ToNumber()
+ Initialize()
```

△

```
v8::internal::Null
```