```
v8::internal::IC

    isolate

vector set
- old state
- state
- kind

    lookup start object map

- accessor

    target maps

- target maps set
- slow stub_reason_
- nexus
+ IC()
+ \sim IC()
+ state()
+ UpdateState()
+ RecomputeHandlerForName()
+ MarkRecomputeHandler()
+ IsAnyHas()
+ IsAnyLoad()
+ IsAnyStore()
+ IsAnyDefineOwn()
+ OnFeedbackChanged()
+ IsHandler()
+ OnFeedbackChanged()
# set_slow_stub_reason()
# set accessor()
# accessor()
# isolate()
# is vector set()
# vector needs update()
# ConfigureVectorState()
# ConfigureVectorState()
# ConfigureVectorState()
# ConfigureVectorState()
and 36 more...
FindTargetMaps()
- DISALLOW_IMPLÏCIT CONSTRUCTORS()
          v8::internal::StoreIC
          + StoreIC()
          + Store()
          + LookupForWrite()
          # UpdateCaches()
          ComputeHandler()
       v8::internal::StoreGloballC
       + StoreGlobalIC()
       + Store()
```