```
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::FreeSpace
   + kMaxSizeInBytes

    size in tagged

   - next
   + size()
   + Size()
   + next()
   + SetNext()
   + SetSize()
   IsValid()
```