```
size t
                              uintptr t
       +kSlotDataAlignment
                               -ptr
          +kSlotDataSize
v8::internal::SlotBase
< Subclass, Data, SlotDataAlignment >
+ operator++()
+ operator++()
+ operator--()
+ operator--()
+ operator<()
+ operator<=()
+ operator>()
+ operator>=()
+ operator==()
+ operator!=()
and 9 more...
# SlotBase()
                     < FullHeapObjectSlot,
                           Address >
        v8::internal::SlotBase
        < FullHeapObjectSlot,
               Address >
        + kSlotDataSize
        + kSlotDataAlignment
        - ptr_
        + operator++()
        + operator++()
        + operator--()
        + operator--()
        + operator<()
        + operator<=()
        + operator>()
        + operator>=()
        + operator==()
        + operator!=()
        and 9 more...
        # SlotBase()
                   Д
    v8::internal::FullHeapObjectSlot
    + FullHeapObjectSlot()
    + FullHeapObjectSlot()
    + FullHeapObjectSlot()
    + FullHeapObjectSlot()
    + operator*()
    + load()
    + store()
    + ToHeapObject()
+ StoreHeapObject()
```