```
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::ContextCell

    tagged value

    dependent code

    state

  - double value
  + state()
  + set state()
  + dependent code()
  + set dependent code()
  + tagged value()
  + set tagged value()
  + clear_tagged value()
  + set smi value()
  + int32 value()
  + set int32 value()
  + float64 value()
  + set float64 value()
  + clear padding()
```