```
v8::internal::NodeBase
           < Child >
    + next_free
    + parameter
    # object_
# class_id
    # index_
    # flags_
    # data_
    + NodeBase()
    + Free()
    + Publish()
    + Release()
    + object()
    + location()
    + handle()
    + raw_object()
    + index()
    + set_index() and 6 more...
    + FromLocation()
    + FromLocation()
    # AsChild()
    # AsChild()
    # ClearFields()
                 < GlobalHandles::Node >
  v8::internal::NodeBase
  < GlobalHandles::Node >
  + next_free
  + parameter
  # object
  # class_id
  # index_
  # flags_
  # data
  + next free()
  + parameter()
+ NodeBase()
  + Free()
  + Publish()
  + Release()
  + object()
  + location()
  + handle()
  + raw_object() and 6 more...
  + FromLocation()
  + FromLocation()
  # AsChild()
  # AsChild()
  # ClearFields()
                Δ
v8::internal::GlobalHandles
             ::Node
- weak_callback
+ Node()
+ Node()
+ operator=()
+ label()
+ state()
+ set_state()
+ is_in_young_list()
+ set_in_young_list()
+ weakness_type()
```

+ set\_weakness\_type() and 17 more...

CheckNodeIsFreeNodeImpl()

- ClearImplFields()