```
v8::internal::IC
isolate_vector_set_
- old state
- state
- kind

    lookup start object map

    accessor

    target_maps

               set
target_maps_

    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()
                    Δ
           v8::internal::StoreIC
           + StoreIC()
           + Store()
           + LookupForWrite()
           # UpdateCaches()

    ComputeHandler()

                    Δ
       v8::internal::KeyedStoreIC
 + GetKeyedAccessStoreMode()
 + KeyedStoreIC()
 + Store()
 # UpdateStoreElement()
  ComputeTransitionedMap()
   StoreElementHandler()

    StoreElementPolymorphicHandlers()

                    Δ
        v8::internal::StoreInArray
                LiteralIC
          StoreInArrayLiteralIC()
        + Store()
```