```
v8::internal::TaggedImpl
< HeapObjectReferenceType
    ::STRONG, Address >

+ kIsFull
+ kCanBeWeak
- ptr_

+ TaggedImpl()
+ TaggedImpl()
+ operator bool()
+ operator==()
+ operator!=()
+ SafeEquals()
+ operator<()
+ ptr()
+ IsObject()
+ IsSmi()
and 26 more...
# ptr_location()
# ptr_location()
```

```
v8::internal::HeapObject

+ kMapOffset
+ kHeaderSize

+ HeapObject()
+ set_map()
+ set_map_safe_transition()
+ map_slot()
+ set_map_no_write_barrier()
+ set_map_no_write_barrier()
+ set_map_safe_transition
_no_write_barrier()
+ set_map_safe_transition
_no_write_barrier()
+ set_map()
+ set_map_safe_transition()
and 59 more...
+ SetFillerMap()
+ FromAddress()
+ AllocateAndInstallJSDispatch
Handle()
+ Print()
+ Print()
+ RequiredAlignment()
+ RequiredAlignment()
# HeapObject()
# HeapObject()
# field_address()
# IsSmi()
# IsHeapObject()
- set_map()
```

```
v8::internal::TrustedObject

+ kHeaderSize

+ ReadProtectedPointerField()
+ ReadProtectedPointerField()
+ WriteProtectedPointerField()
+ WriteProtectedPointerField()
+ IsProtectedPointerFieldEmpty()
+ IsProtectedPointerFieldEmpty()
+ ClearProtectedPointerField()
+ ClearProtectedPointerField()
+ RawProtectedPointerField()
+ RawProtectedMaybeObjectField()
+ OBJECT_CONSTRUCTORS()
```

```
v8::internal::SharedFunction
        InfoWrapper


+ OBJECT_CONSTRUCTORS()
```