```
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::DoubleString
           Cache
+ V8 OBJECT END
+ kEmptySentinel
+ kInitialSize
+ kMaxCapacity

    capacity

+ capacity()
+ Clear()
+ GetUsedEntriesCount()
+ Print()
+ GetEntryFor()
+ AllocatedSize()
+ GetEntryFor()
+ Get()
+ Set()
+ New()
+ SizeFor()
+ OffsetOfElementAt()
begin()
begin()
end()
end()
- FLEXIBLE ARRAY MEMBER()
GetEntryFor()
```