```
v8::internal::SlotBase
< Subclass, Data, SlotDataAlignment >
+ kSlotDataSize
+ kSlotDataAlignment

    ptr_

+ operator++()
+ operator++()
+ operator--()
+ operator--()
+ operator<()
+ operator<=()
+ operator>()
+ operator>=()
+ operator==()
+ operator!=()
and 9 more...
# SlotBase()
                     < FullMaybeObjectSlot,
                     Address, kSystemPointerSize >
   v8::internal::SlotBase
   < FullMaybeObjectSlot,
    Address, kSystemPointerSize >
   + kSlotDataSize
   + kSlotDataAlignment
    ptr_
   + operator++()
   + operator++()
   + operator--()
   + operator--()
   + operator<()
   + operator<=()
   + operator>()
   + operator>=()
   + operator==()
   + operator!=()
   and 9 more...
    # SlotBase()
                   Δ
   v8::internal::FullMaybeObjectSlot
   + kCanBeWeak
   + FullMaybeObjectSlot()
   + FullMaybeObjectSlot()
   + FullMaybeObjectSlot()
   + FullMaybeObjectSlot()
   + FullMaybeObjectSlot()
   + operator*()
   + load()
   + load()
   + store()
   + Relaxed_Load()
+ Relaxed_Load()
+ Relaxed_Load_Raw()
+ Relaxed_Store()
   + Release CompareAndSwap()
   + RawToTagged()
```