```
v8::internal::torque
             ::TypeBase
     - kind
     + ~TypeBase()
     + IsTopType()
     + IsAbstractType()
     + IsBuiltinPointerType()
     + IsUnionType()
     + IsBitFieldStructType()
     + IsStructType()
     + IsClassType()
     + IsAggregateType()
     # TypeBase()
     # kind()
                  Δ
v8::internal::torque
               ::Type
- parent
aliases_
- id
specialized_from

    constexpr_version

+ operator=()
+ IsSubtypeOf()
+ ToString()
+ SimpleName()
+ GetHandleTypeName()
+ TagglifiedCppTypeName()
+ HandlifiedCppTypeName()
+ parent()
+ IsVoid()
+ IsNever()
and 23 more...
+ CommonSupertype()
+ MatchUnaryGeneric()
+ ComputeName()
# Type()
# Type()
# set_parent()
# Depth()
# ToExplicitString()
# GetGeneratedTypeNameImpl()
# GetGeneratedTNodeTypeName
Impl()
# SimpleNameImpl()
- IsAbstractName()
                  Δ
v8::internal::torque
        ::BuiltinPointerType
parameter_types_
return_type
function_pointer_type_id
+ ToExplicitString()
+ GetGeneratedTypeNameImpl()
+ GetGeneratedTNodeTypeName
Impl()
+ parameter_types()
+ return_type()
+ operator==()
+ function_pointer_type_id()
+ GetTypeCheckers()
+ HasContextParameter()
- BuiltinPointerType()
 SimpleNameImpl()
```