

v8::internal::TaggedImpl < kRefType, StorageType >
+ kIsFull + kCanBeWeak - ptr_
+ TaggedImpl() + TaggedImpl() + operator bool() + operator==() + operator!=() + SafeEquals() + operator<() + ptr() + IsObject() + IsSmi() and 26 more... # ptr_location() # ptr_location()

< HeapObjectReferenceType
::STRONG, Address >

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::Hole
+ kSize
+ set_raw_numeric_value() + OBJECT_CONSTRUCTORS() + Initialize()