```
TaggedMemberBase
      + kIsFull
      + kCanBeWeak

    ptr_

      + TaggedImpl()
      + TaggedImpl()
      + operator bool()
      + operator==()
      + operator!=()
      + SafeEquals()
      + operator<()
      + ptr()
+ IsObject()
     + IsSmi()
and 26 more...
      # ptr_location()
# ptr_location()
                              L)
                           v8::internal::TaggedMember
                            < T, CompressionScheme >
                           + TaggedMember()
                           + load()
                           + store()
                           + store_no_write_barrier()
+ Relaxed_Load()
+ Relaxed_Store()
+ Relaxed_Store_no_write
                            _barrier()
                           _
+ Acquire_Load()
                           + Release_Store()
+ Release_Store_no_write
                            _barrier()
                           + SeqCst_Load()
+ SeqCst_Store()
+ SeqCst_Store_no_write
                            _barrier()
                           + SeqCst_Swap()
+ SeqCst_CompareAndSwap()
                           - WriteBarrier()
                           tagged_to_full()full_to_tagged()
                                    < v8::internal::Map >
v8::internal::TaggedMember
      < v8::internal::Map >
+ TaggedMember()
+ load()
+ store()
+ store_no_write_barrier()
+ Relaxed_Load()
+ Relaxed_Store()
+ Relaxed_Store_no_write
 _barrier()
_
+ Acquire_Load()
+ Release_Store()
+ Release_Store_no_write
 _barrier()
+ SeqCst_Load()
+ SeqCst_Store()
+ SeqCst_Store_no_write
 barrier()
+ SeqCst_Swap()
+ SeqCst_CompareAndSwap()
WriteBarrier()
tagged_to_full()full_to_tagged()
                      -map_
 v8::internal::HeapObject
                Layout
```

+ 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::PrimitiveHeap Object

Д