```
v8::internal::Space
# memory_chunk_list_
# external_backing_store
 bytes
# free list
+ Space()
   ~Space()
+ Space()
+ operator=()
+ SizeOfObjects()
+ Available()
+ GetObjectIterator()
+ IncrementExternalBacking
StoreBytes()
+ DecrementExternalBacking
StoreBytes()
+ ExternalBackingStoreBytes()
and 10 more...
+ MoveExternalBackingStore
Bytes()
               Δ
v8::internal::LargeObject
             Space
# size
# page
        count
# objects_size
# allocation_
             mutex
# pending_object_
# pending_allocation
mutex
# allocation_counter_
   -LargeObjectSpace()
+ TearDown()
+ Available()
+ Size()
+ SizeOfObjects()
   CommittedPhysicalMemory()
+ PageCount()
+ ShrinkPageToObjectSize()
+ Contains()
+ 0
   ContainsSlow()
and 17 more.
# LargeObjectSpace()
# AdvanceAndInvokeAllocation
Observers()
# AllocateLargePage()
# UpdatePendingObject()
 v8::internal::OldLargeObject
             Space
 + OldLargeObjectSpace()
 + AllocateRaw()
 + PromoteNewLargeObject()
 # OldLargeObjectSpace()
 # AllocateRaw()
               Δ
 v8::internal::SharedTrusted
       LargeObjectSpace
 + SharedTrustedLargeObject
 Space()
```