```
size t
                            uintptr t
       +kSlotDataAlignment
                              -ptr
         +kSlotDataSize
v8::internal::SlotBase
< Subclass, Data, SlotDataAlignment >
+ operator++()
+ operator++()
+ operator--()
+ operator--()
+ operator<()
+ operator<=()
+ operator>()
+ operator>=()
+ operator==()
+ operator!=()
and 9 more...
```

# SlotBase()