```
v8::internal::HeapObject
          Layout
- map
+ 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::StructLayout
 + BriefPrintDetails()
v8::internal::ClassPositions
- start
- end
 + start()
 + set start()
 + end()
 + set end()
 + BriefPrintDetails()
```