```
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=()
              Λ
v8::internal::PrimitiveHeap
            Object
    v8::internal::Oddball
  + kFalse
  + kTrue
  + kNotBooleanMask
  + kNull

    kUndefined

  - to number raw

    to string

  - to number
  - type of
  - kind
  + set_to_number_raw_as
  bits()
 + to_string()
+ set_to_string()
  + to_number()
+ set_to_number()
  + type of()
  + set_type_of()
  + kind()
  + set kind()
  + ToNumber()
  + Initialize()
   v8::internal::Undefined
```