```
v8::internal::SlotBase
< Subclass, Data, SlotDataAlignment >
+ kSlotDataSize
+ kSlotDataAlignment
- ptr
+ operator++()
+ operator++()
+ operator--()
+ operator--()
+ operator<()
+ operator<=()
+ operator>()
+ operator>=()
+ operator==()
+ operator!=()
and 9 more...
# SlotBase()
                    < AtomicSlot, Tagged t >
      v8::internal::SlotBase
      < AtomicSlot, Tagged t >
      + kSlotDataSize
      + kSlotDataAlignment
      - ptr
      + operator++()
      + operator++()
      + operator--()
      + operator--()
      + operator<()
      + operator<=()
      + operator>()
      + operator>=()
      + operator==()
      + operator!=()
      and 9 more...
      # SlotBase()
       v8::internal::AtomicSlot
        + AtomicSlot()
        + AtomicSlot()
        + AtomicSlot()
        + AtomicSlot()
        + operator*()
        + operator[]()
```