```
v8::internal::ObjectVisitor
+ ~ObjectVisitor()
+ VisitPointers()
+ VisitPointers()
+ VisitInstructionStreamPointer()
+ VisitCustomWeakPointers()
+ VisitPointer()
+ VisitPointer()
+ VisitCustomWeakPointer()
+ VisitEphemeron()
+ VisitRelocInfo()
and 13 more...
v8::internal::ObjectVisitor
        WithCageBases
                                        const
+ ObjectVisitorWithCageBases()
+ ObjectVisitorWithCageBases()
+ ObjectVisitorWithCageBases()
+ cage_base()
+ code_cage_base()
                                          #heap_
                  v8::internal::HeapVisitor
                          < ConcreteVisitor >
                  + HeapVisitor()
                  + HeapVisitor()
                  + HeapVisitor()
                  # Visit()
                  # VisitMapPointerIfNeeded()
                  # concrete_visitor()
# concrete_visitor()
                  # VisitShortcutCandidate()
                  # VisitJSObjectFast()
                  # VisitJSApiObject()
                  # VisitCppHeapExternalObject()
                  # VisitStruct()
                  # VisitFiller()
                  # VisitFreeSpace()
                  # VisitJSObjectSubclass()
                  # VisitWithBodyDescriptor()
                  # GetObjectFilterReadOnlyAnd
                  SmiFast()
                  # ShouldVisitMapPointer()
                  # ShouldVisitReadOnlyMapPointer()
                  # CanEncounterFillerOrFree
                  Space()
                  # ShouldUseUncheckedCast()
                  # EnableConcurrentVisitation()
                  # UsePrecomputedObjectSize()
                  # ShouldVisitFullJSObject()
                  # Cast()
```