```
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=()
                Δ
   v8::internal::StructLayout
   + BriefPrintDetails()
                Δ
   v8::internal::DataHandler
 - smi handler

    validity_cell

 + smi_handler()
 + set_smi_handler()
+ set_smi_handler()
 + validity_cell()
 + set_validity_cell()
+ data_field_count()
 + data\overline{1}()
 + set_data1()
 + data2()
 + set data2()
 + data3()
 + set_data3()
 + OffsetOf()
 + SizeFor()
 FLEXIBLE_ARRAY_MEMBER()
                Δ
   v8::internal::StoreHandler
+ StoreField()
+ StoreSharedStructField()
+ StoreOwnTransition()
+ StoreTransition()
+ StoreNativeDataProperty()
+ StoreAccessorFromPrototype()
+ StoreApiSetter()
+ StoreThroughPrototype()
+ StoreElementTransition()
+ StoreProxy()
and 13 more.
StoreField()
```