```
v8::internal::TaggedImpl
< kRefType, StorageType >
+ TaggedImpl()
+ TaggedImpl()
+ operator bool()
 + operator==()
+ operator!=()
+ SafeEquals()
+ operator<()
+ ptr()
+ IsObject()
+ IsSmi()
and 26 more..
# ptr_location()
# ptr_location()
               < HeapObjectReferenceType
                  ::STRONG, Address >
v8::internal::TaggedImpl
< HeapObjectReferenceType
   ::STRONG, Address >
+ kIsFull
+ kCanBeWeak
+ TaggedImpl()
                                    int
+ TaggedImpl()
+ operator bool()
+ operator==()
+ operator!=()
+ SafeEquals()
+ operator<()
+ ptr()
+ İsObject()
+ IsSmi()
and 26 more...
# ptr_location()
# ptr_location()
                                    +kHeaderSize
                                    +kMapOffset
                   v8::internal::HeapObject
                + HeapObject()
                + set_map()
                + set_map_safe_transition()
                + map_slot()
                + set_map_no_write_barrier()
                + set_map_no_write_barrier()
                + set_map_safe_transition
                _no_write_barrier()
                + set_map_safe_transition
                _no_write_barrier()
                + set_map()
                + set_map_safe_transition()
                and 59 more...
                + SetFillerMap()
                + FromAddress()
                + AllocateAndInstallJSDispatch
                Handle()
                + Print()
                + Print()
                + RequiredAlignment()
                + RequiredAlignment()
                # HeapObject()
                # HeapObject()
                # field address()
                # IsSmi()
                # IsHeapObject()
                set_map()
                              Δ
                   v8::internal::GcSafeCode
                 + UnsafeCastToCode()
                 + instruction start()
                 + instruction_end()
                 + is_builtin()
                 + builtin_id()
                 + kind()
                 + is interpreter trampoline
                  builtin()
                 + is baseline trampoline
                  builtin()
                 + is baseline leave frame
                  builtin()
                 + has_instruction_stream() and 15 more...
                 - OBJECT_CONSTRUCTORS()
```