```
v8::internal::torque
             ::TypeBase

    kind

      + ~TypeBase()
      + IsTopType()
      + IsAbstractType()
      + IsBuiltinPointerType()
      + IsUnionType()
      + IsBitFieldStructType()
      + IsStructType()
      + IsClassType()
      + IsAggregateType()
# TypeBase()
      # kind()
v8::internal::torque
               ::Type
 - parent
  aliases
- id
specialized_from
 constexpr_version_
 + operator=()
 + IsSubtypeOf()
 + ToString()
 + SimpleName()
 + GetHandleTypeName()
 + TagglifiedCppTypeName()
 + HandlifiedCppTypeName()
 + parent()
 + IsVoid()
 + IsNever()
 and 23 more...
 + CommonSupertype()
 + MatchUnaryGeneric()
 + ComputeName()
# Type()
# Type()
 # set_parent()
# Depth()
 # ToExplicitString()
# GetGeneratedTypeNameImpl()
# GetGeneratedTNodeTypeName
 Impl()
 # SimpleNameImpl()
 IsAbstractName()
                 Δ
v8::internal::torque
          ::AggregateType
# is_finalized_
# fields

    namespace

 - name

    methods

 + GetGeneratedTypeNameImpl()
 + GetGeneratedTNodeTypeName
 Impl()
 + Finalize()
 + SetFields()
 + fields()
 + HasField()
 + LookupField()
 + name()
 + nspace()
 + RegisterField()
 and 6 more...
 # AggregateType()
 # CheckForDuplicateFields()
 # LookupFieldInternal()
 # SimpleNameImpl()
v8::internal::torque
            ::ClassType
header_size
- size
- flags

    generates

- decl
- alias_
- own_instance_type
instance_type_range
+ ToExplicitString()
+ GetGeneratedTypeNameImpl()
+ GetGeneratedTNodeTypeName
Impl()
+ IsExtern()
+ ShouldGeneratePrint()
+ ShouldGenerateVerify()
+ ShouldGenerateBodyDescriptor()
+ DoNotGenerateCast()
+ IsTransient()
+ IsAbstract()
and 37 more.
ClassType()
```

GenerateSliceAccessor()