```
v8::internal::SlotBase
< Subclass, Data, SlotDataAlignment >
+ kSlotDataSize
+ kSlotDataAlignment

    ptr_

+ operator++()
+ operator++()
+ operator--()
+ operator--()
+ operator<()
+ operator<=()
+ operator>()
+ operator>=()
+ operator==()
+ operator!=()
and 9 more...
# SlotBase()
                     < IndirectPointerSlot.
                     IndirectPointerHandle,
                        kTaggedSize >
        v8::internal::SlotBase
        < IndirectPointerSlot,
         IndirectPointerHandle,
             kTaggedSize >
        + kSlotDataSize
        + kSlotDataAlignment
        - ptr
        + operator++()
        + operator++()
        + operator--()
        + operator--()
        + operator<()
        + operator<=()
        + operator>()
        + operator>=()
        + operator==()
        + operator!=()
        and 9 more...
        # SlotBase()
    v8::internal::IndirectPointerSlot
 + IndirectPointerSlot()
 + IndirectPointerSlot()
 + load()
 + store()
 + Relaxed_Load()
+ Relaxed_Load_AllowUnpublished()
 + Acquire_Load()
 + Relaxed_Store()
 + Release_Store()
 + Relaxed LoadHandle()
 and 6 more...
```