```
v8::internal::SlotBase
< Subclass, Data, SlotDataAlignment >

+ kSlotDataSize
+ kSlotDataAlignment
- ptr_

+ operator++()
+ operator++()
+ operator--()
+ operator--()
+ operator<()
+ operator<=()
+ operator>()
+ operator>=()
+ operator==()
+ operator!=()
and 9 more...
# SlotBase()
```

< EmbedderDataSlot,
Address, kTaggedSize >

```
v8::internal::SlotBase
< EmbedderDataSlot, Address,
        kTaggedSize >

+ kSlotDataSize
+ kSlotDataAlignment
- ptr_

+ operator++()
+ operator++()
+ operator--()
+ operator--()
+ operator<()
+ operator<=()
+ operator>()
+ operator>=()
+ operator==()
+ operator!=()
and 9 more...
# SlotBase()
```

```
v8::internal::EmbedderDataSlot

+ kTaggedPayloadOffset
+ kExternalPointerOffset
+ kRequiredPtrAlignment

+ EmbedderDataSlot()
+ EmbedderDataSlot()
+ EmbedderDataSlot()
+ Initialize()
+ load_tagged()
+ store_smi()
+ ToAlignedPointer()
+ store_aligned_pointer()
+ MustClearDuringSerialization()
+ load_raw()
+ store_raw()
+ store_tagged()
+ store_tagged()
- gc_safe_store()
```