```
v8::internal::HeapObject
               Layout
 - map
+ HeapObjectLayout()
+ map()
+ map()
+ map_word()
+ set_map()
+ set_map()
, set_map_safe_transition()
+ map_slot()
+ set ____
 + set_map
                safe transition
      write_barrier()
 no
+ set_map_after_allocation()
and 9 more...
HeapObjectLayout()HeapObjectLayout()
operator=()
operator=()
  v8::internal::PrimitiveHeap
               Object
                  Δ
    v8::internal::BigIntBase
+ kMaxLengthBits
+ kMaxLength
+ kLengthFieldBits

    bitfield

    kDigitSize

- kDigitBits

    kHalfDigitBits

    kHalfDigitMask

+ length()
+ length()
+ digits()

    sign()

digit()
- is
     zero()
- FLEXIBLE
               ARRAY_MEMBER()
                  Λ
       v8::internal::BigInt
+ ToBoolean()
+ Hash()
+ IsNegative()
+ AsInt64()
+ AsUint64()
+ Words64Count()
+ ToWordsArray64()
+ BigIntShortPrint()
+ UnaryMinus()
+ BitwiseNot()
+ Exponentiate()
+ Multiply()
+ Divide()
+ Remainder()
+ Add()
+ Subtract()
+ CompareToBigInt()
+ EqualToBigInt() and 17 more...
- GetBitfieldForSerialization()

    SerializeDigits()

- Zero()
 Allocate()
 DigitsByteLengthForBitfield()
FromSerializedDigits()
```