```
v8::internal::HeapObject
   + kMapOffset
   + kHeaderSize
   + 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::TrustedObject
+ kHeaderSize
+ ReadProtectedPointerField()
 + ReadProtectedPointerField()
 + WriteProtectedPointerField()
+ WriteProtectedPointerField()
 + IsProtectedPointerFieldEmpty()
 + IsProtectedPointerFieldEmpty()
 + ClearProtectedPointerField()
 + ClearProtectedPointerField()
 + RawProtectedPointerField()
 + RawProtectedMaybeObjectField()
 + OBJECT_CONSTRUCTORS()
    v8::internal::ExposedTrusted
                Object
    + kHeaderSize
    + init self indirect
     _pointer()
    + init_self_indirect
     _pointer()
           _indirect_pointer
     handle()
    + OBJECT CONSTRUCTORS()
                  Δ
     v8::internal::BytecodeArray
  kMaxSize
+ kMaxLength
+ length()
+ length()
+ set_length()
+ set_length()
+ DECL_RELEASE
                   ACQUIRE
PROTECTED POINTER ACCESSORS()
+ get()
+ set()
+ GetFirstBytecodeAddress()
+ register count()
+ parameter_count()
and 16 more...
+ SizeFor()
+ Disassemble()
```