```
friend
   uint64 t
                       -BitsetType
        -payload
                       -UnionType
v8::internal::compiler
            ::Type
+ Type()
+ IsNone()
+ IsInvalid()
+ Is()
+ Maybe()
+ Equals()
+ IsBitset()
+ IsRange()
+ IsHeapConstant()
+ IsOtherNumberConstant()
and 20 more.
+ SignedSmall()
+ UnsignedSmall()
+ Constant()
+ Constant()
+ Constant()
+ Range()
+ Tuple()
+ Tuple()
+ Union()
+ Intersect()
+ For()
+ Invalid()

    Type()

- Type()
· IsKind()
- ToTypeBase()
- IsAny()
- IsUnion()
- AsBitset()
AsUnion()
BitsetGlb()
- BitsetLub()
- SlowIs()
- SimplyEquals()
```

FromTypeBase()NewBitset()Range()

HeapConstant()Overlap()Contains()UpdateRange()

ToLimits()AddToUnion()IntersectAux()NormalizeUnion()

OtherNumberConstant()

IntersectRangeAndBitset()

NormalizeRangeAndBitset()