```
v8::internal::UnalignedValue
       Member < \tilde{T} >
# storage
+ UnalignedValueMember()
+ value()
+ set value()
               < double >
v8::internal::UnalignedValue
    Member < double >
# storage
+ UnalignedValueMember()
+ value()
+ set value()
v8::internal::UnalignedDouble
          Member
+ UnalignedDoubleMember()
+ value as bits()
+ set_value as bits()
```