```
v8::internal::HeapObject
          Layout
- map
+ HeapObjectLayout()
+ map()
+ map()
+ map word()
+ set map()
+ set map()
+ set map safe transition()
+ map slot()
+ set map safe transition
no write barrier()
+ set map after allocation()
and 9 more...
HeapObjectLayout()
HeapObjectLayout()
operator=()
operator=()
 v8::internal::StructLayout
 + BriefPrintDetails()
    v8::internal::Tuple2
    value1
    - value2
    + BriefPrintDetails()
    + value1()
    + set value1()
    + value2()
    + set value2()
```