```
v8::internal::TaggedImpl
  < kRefType, StorageType >
 + TaggedImpl()
 + TaggedImpl()
  + operator bool()
  + operator==()
 + operator!=()
  + SafeEquals()
 + operator<()
 + ptr()
  + IsObject()
  + IsSmi()
 and 26 more..
 # ptr_location()
 # ptr_location()
                 < HeapObjectReferenceType
                     ::STRONG, Address >
 v8::internal::TaggedImpl
 < HeapObjectReferenceType
     ::STRONG, Address >
 + klsFull
 + kCanBeWeak
 ptr
 + TaggedImpl()
+ TaggedImpl()
                                         int
 + operator bool()
 + operator==()
 + operator!=()
 + SafeEquals()
 + operator<()
 + ptr()
 + İsObject()
 + IsSmi()
 and 26 more...
 # ptr_location()
# ptr_location()
                         +kHeaderSize
                         +kMapOffset
   v8::internal::HeapObject
+ 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()
                                              +kSize
and 59 more...
+ SetFillerMap()
+ FromAddress()
+ AllocateAndInstallJSDispatch
Handle()
+ Print()
+ Print()
+ RequiredAlignment()
+ RequiredAlignment()
# HeapObject()
# HeapObject()
# field address()
# IsSmi()
# IsHeapObject()

    set_map()

                     v8::internal::Hole
              + set_raw_numeric_value()
+ OBJECT_CONSTRUCTORS()
               + Initialize()
```