```
v8::internal::torque
             ::TypeBase
     - kind
        ~TypeBase()
     + IsTopType()
     + IsAbstractType()
      + IsBuiltinPointerType()
     + IsUnionType()
+ IsBitFieldStructType()
      + IsStructType()
     + IsClassType()
     + IsAggregateType()
# TypeBase()
     # kind()
                  Δ
v8::internal::torque
parent
- aliases
- id

    specialized from

    constexpr_version

+ operator=()
+ IsSubtypeOf()
+ ToString()
+ SimpleName()
+ GetHandleTypeName()
+ TagglifiedCppTypeName()
+ HandlifiedCppTypeName()
+ parent()
+ IsVoid()
+ IsNever()
and 23 more...
+ CommonSupertype()
+ MatchUnaryGeneric()
+ ComputeName()
# Type()
# Type()
# set_parent()
# Depth()
# ToExplicitString()
# GetGeneratedTypeNameImpl()
# GetGeneratedTNodeTypeName
Impl()
# Sim
   SimpleNameImpl()
IsAbstractName()
v8::internal::torque
            ::UnionType
types
+ GetGeneratedTypeNameImpl()

    GetGeneratedTNodeTypeName

Impl()
+ GetRuntimeType()
+ GetDebugType()
+ GetConstexprGeneratedType
Name()
+ operator==()
+ GetSingleMember()
+ IsSubtypeOf()
+ IsSupertypeOf()
+ IsTransient()
and 6 more...
+ FromType()
UnionType()
RecomputeParent()
- SimpleNameImpl()
 InsertGeneratedTNodeType
Name()
 InsertConstexprGenerated
```

TypeName()