```
v8::internal::SlotBase
< Subclass, Data, SlotDataAlignment >
+ kSlotDataSize
+ kSlotDataAlignment
- ptr
+ operator++()
+ operator++()
+ operator--()
+ operator--()
+ operator<()
+ operator<=()
+ operator>()
+ operator>=()
+ operator==()
+ operator!=()
and 9 more..
# SlotBase()
                      < FullObjectSlot, Address >
      v8::internal::SlotBase
      < FullObjectSlot, Address >
      + kSlotDataSize
      + kSlotDataAlignment
      - ptr
      + operator++()
      + operator++()
      + operator--()
      + operator--()
      + operator<()
      + operator<=()
      + operator>()
      + operator>=()
      + operator==()
      + operator!=()
      and 9 more...
      # SlotBase()
      v8::internal::FullObjectSlot
    + kCanBeWeak
    + FullObjectSlot()
    + FullObjectSlot()
    + FullObjectSlot()
    + FullObjectSlot()
    + FullObjectSlot()
    + contains_map_value()
+ Relaxed_ContainsMapValue()
+ operator*()
    + load()
    + load()
    and 12 more...
+ RawToTagged()
                    Δ
       v8::internal::OffHeapFull
               ObjectSlot
       + OffHeapFullObjectSlot()
       + OffHeapFullObjectSlot()
       + OffHeapFullObjectSlot()
       + operator*()
       + Relaxed_Load()
+ Relaxed_Load()
```