```
size t
                             uintptr t
       +kSlotDataAlignment
                               -ptr
          +kSlotDataSize
v8::internal::SlotBase
< Subclass, Data, SlotDataAlignment >
+ operator++()
+ operator++()
+ operator--()
+ operator--()
+ operator<()
+ operator<=()
+ operator>()
+ operator>=()
+ operator==()
+ operator!=()
and 9 more...
# SlotBase()
                    < CppHeapPointerSlot,
                    CppHeapPointer_t, sizeof
                      (CppHeapPointer_t)>
       v8::internal::SlotBase
       < CppHeapPointerSlot,
       CppHeapPointer_t, sizeof
         (CppHeapPointer t)>
      + kSlotDataSize
      + kSlotDataAlignment

    ptr_

      + operator++()
       + operator++()
      + operator -- ()
      + operator--()
      + operator<()
      + operator<=()
      + operator>()
      + operator>=()
      + operator==()
      + operator!=()
      and 9 more...
       # SlotBase()
                   Δ
   v8::internal::CppHeapPointerSlot
   + CppHeapPointerSlot()
   + CppHeapPointerSlot()
   + try_load()
+ store()
   + init()
```