```
v8::internal::MemoryChunk
             Metadata
   # reservation
   # allocated_bytes
   # wasted_memory
   # high_water_mark
   # size
   # area_end_
   # heap
   # area_start_
   # owner
   + MemoryChunkMetadata()
   + ~MemoryChunkMetadata()
   + ChunkAddress()
   + MetadataAddress()
   + Offset()
   + size()
   + set_size()
   + area_start()
+ area_end()
   + set area end()
   and 20 more..
   + FromAddress()
   + FromHeapObject()
   + FromHeapObject()
   + UpdateHighWaterMark()
   HeapOffset()
   AreaStartOffset()
v8::internal::MutablePage
             Metadata
+ kPageSize
# slot set
# typed_slot_set
# marking_progress_tracker_
# live_byte_count
# concurrent_sweeping
# external_backing_store
bytes
# list node
# categories
# possibly_empty_buckets_
# active_system_pages_
# allocated lab size
# age_in_new_space_
# marking_bitmap_
# mutex
# object_mutex
+ MutablePageMetadata()
+ InitialFlags()
+ BucketsInSlotSet()
+ SetOldGenerationPageFlags()
+ SetYoungGenerationPageFlags()
+ mutex()
+ mutex()
+ object_mutex()
+ object_mutex()
+ set_concurrent_sweeping
state()
and 43 more...
+ GetCodeModificationPermission()

    MoveExternalBackingStore

Bytes()
+ FromAddress()
+ FromHeapObject()
+ cast()
+ cast()
# ReleaseAllAllocatedMemory()
# set_slot_set()
# set_typed_slot_set()

    MarkingBitmapOffset()

SlotSetOffset()
                 Д
    v8::internal::PageMetadata
 + PageMetadata()
 + MarkNeverAllocateForTesting()
 + MarkEvacuationCandidate()
 + ClearEvacuationCandidate()
 + next_page()
 + prev_page()
+ next_page()
 + prev_page()
+ ForAllFreeListCategories()
 + AvailableInFreeList()
 and 10 more..
 + FromAddress()
 + FromHeapObject()
 + cast()
 + cast()
 + FromAllocationAreaAddress()
 + OnSamePage()
 + IsAlignedToPageSize()
```

+ ConvertNewToOld()