```
int
             +kSlotSize
             kInvalidSlot
               -next1
               -next2
               -next4
               -size
v8::internal::AlignedSlot
       Allocator
+ AlignedSlotAllocator()
+ Allocate()
+ NextSlot()
+ AllocateUnaligned()
+ Align()
+ Size()
+ NumSlotsForWidth()
```

IsValid()