```
v8::internal::HeapObject
           Layout
- map
+ HeapObjectLayout()
+ map()
+ map()
+ map word()
+ set map()
+ set map()
+ set_map_safe_transition()
+ map slot()
+ set map safe transition
 no write barrier()
+ set map after allocation()
and 9 more...
HeapObjectLayout()
HeapObjectLayout()
operator=()
operator=()
 v8::internal::PrimitiveHeap
           Object
  v8::internal::HeapNumber
+ kSignMask
+ kExponentMask
+ kMantissaMask
+ kMantissaBits
+ kExponentBits
+ kExponentBias
+ kExponentShift
+ kInfinityOrNanExponent
+ kMantissaBitsInTopWord
+ kNonMantissaBitsInTopWord
- value
+ value()
+ set value()
+ value as bits()
+ set value as bits()
+ HeapNumberShortPrint()
```