```
v8::internal::HeapObject
    kMapOffset
  + kHeaderSize
  + HeapObject()
  + set_map()
  + set_map_
              safe_transition()
   + map_slot()
  + set_map_no_write_barrier()
+ set_map_no_write_barrier()
  + set_map_safe_transition
   _no_write_barrier()
  _+ set_map_safe_transition
_no_write_barrier()
  _
+ set_map()
  + set_map_safe_transition()
  and 5\overline{9} more..
  + SetFillerMap()
  + FromAddress()
   + AllocateAndInstallJSDispatch
  Handle()
  + Print()
  + Print()
  + RequiredAlignment()
  + RequiredAlignment()
  # HeapObject(
  # HeapObject()
  # field_address()
  # IsSmi()
  # IsHeapObject()
  - set_map()
                 Δ
    v8::internal::TrustedObject
+ kHeaderSize
+ ReadProtectedPointerField()
+ ReadProtectedPointerField()
+ WriteProtectedPointerField()
+ WriteProtectedPointerField()
+ IsProtectedPointerFieldEmpty()
+ IsProtectedPointerFieldEmpty()
+ ClearProtectedPointerField()
+ ClearProtectedPointerField()
+ RawProtectedPointerField()
+ RawProtectedMaybeObjectField()
+ OBJECT_CONSTRUCTORS()
   v8::internal::ExposedTrusted
               Object
   + kHeaderSize
   + init self_indirect
    pointer()
   + init_self_indirect
    _pointer()
   + self
          _indirect_pointer
    handle()
   + OBJECT CONSTRUCTORS()
                 Δ
  v8::internal::WasmDispatch
               Table
  + kLengthOffset
  + kCapacityOffset
  + kProtectedOffheapDataOffset
  + kProtectedUsesOffset
  + kTableTypeOffset
   - Kradding
              ыzе
  + kEntriesOffset
  + kTargetBias
  + kSigBias
  + kImplicitArgBias
  + kEntrySize
  + kMaxLength
  + length()
  + length()
  + capacity()
  + DECL
          PROTECTED POINTER
   ACCESSORS()
  _
+ implicit_arg()
  + target()
  + sig()
+ SetForNonWrapper()
  + SetForWrapper()
  + Clear()
  + MaybeGetWrapperHandle()
            CONSTRUCTORS()
  + OBJECT
  + SizeFor()
  + OffsetOf()
  + AddUse()
  + MaybeGrowUsesList()
  + New()
  + Grow()
```