```
EqualKey, MapInit >
       + array_
       + map_
       - size
      - functor_
      - @20
      - kUsingFullMapSentinel
       + SmallMap()
       + SmallMap()
       + SmallMap()
       + operator=()
       + ~SmallMap()
       + find()
       + find()
       + operator[]()
       + insert()
       + insert()
      and 15 more...
       ConvertToRealMap()
       InitFrom()
       Destroy()
                    < ZoneMap< K, V, std
                    ::less< K > >, kArraySize,
                    std::equal to < K >, ZoneMapInit
                    < ZoneMap< K, V, std::less< K > > >
v8::base::SmallMap
< ZoneMap< K, V, std
::less < K > >, kArraySize,
std::equal_to < K >, ZoneMapInit
< ZoneMap< K, V, std::less< K > > >
+ array_
+ map_
size
functor_
- @20
- kUsingFullMapSentinel
+ SmallMap()
+ SmallMap()
+ SmallMap()
+ operator=()
+ ~SmallMap()
+ find()
+ find()
+ operator[]()
+ insert()
+ insert()
and 15 more...
ConvertToRealMap()
- InitFrom()
Destroy()
                   Δ
     v8::internal::SmallZoneMap
     < K, V, kArraySize, Compare,
              KeyEqual >
```

+ SmallZoneMap()

v8::base::SmallMap

< NormalMap, kArraySize,