```
< kRefType, StorageType >
 + TaggedImpl()
 + TaggedImpl()
 + operator bool()
 + operator==()
 + operator!=()
 + SafeEquals()
 + operator<()
 + ptr()
 + IsObject()
 + IsSmi()
and 26 more..
# ptr_location()
 # ptr_location()
                 < HeapObjectReferenceType
::WEAK, Tagged_t >
    TaggedMemberBase
    + kIsFull
     + kCanBeWeak
    ptr_
    + TaggedImpl()
    + TaggedImpl()
    + operator bool()
     + operator==()
    + operator!=()
     + SafeEquals()
     + operator<()
    + ptr()
     + isObject()
     + IsSmi()
    and 26 more..
    # ptr location()
    # ptr_location()
                        4
                      v8::internal::TaggedMember
                       < T, CompressionScheme >
                      + TaggedMember()
                      + load()
                      + store()
                      + store_no_write_barrier()
                      + Relaxed_Load()
                      + Relaxed_Store()
+ Relaxed_Store_no_write
                      _barrier()
                      _
+ Acquire_Load()
                      + Release_Store()
                      + Release_Store_no_write
                      barrier()
                      + SeqCst_Load()
+ SeqCst_Store()
+ SeqCst_Store_no_write
                      barrier()
                      _
+ SeqCst_Swap()
+ SeqCst_CompareAndSwap()
                      WriteBarrier()
                      tagged_to_full()full_to_tagged()
                             < v8::internal::Map >
v8::internal::TaggedMember
     < v8::internal::Map >
+ TaggedMember()
+ load()
+ store()
+ store_no_write_barrier()
+ Relaxed_Load()
+ Relaxed_Store()
+ Relaxed_Store_no_write
 _barrier()
+ Acquire Load()
+ Release_Store()
+ Release_Store_no_write
barrier()
+ SeqCst_Load()
+ SeqCst_Store()
+ SeqCst_Store_no_write
barrier()
+ SeqCst_Swap()
+ SeqCst_CompareAndSwap()
- WriteBarrier()
tagged_to_full()full_to_tagged()
                  -map_
v8::internal::HeapObject
             Layout
 + HeapObjectLayout()
 + map()
 + map()
 + map_word()
```

+ set_map() + set_map()

+ set_map_

and 9 more.

- operator=()
- operator=()

safe_transition()

+ map_slot() + set_map_safe_transition _no_write_barrier()

HeapObjectLayout()HeapObjectLayout()

+ set_map_after_allocation()

v8::internal::TaggedImpl