```
v8::internal::Space
# memory_chunk_list
# external_backing_store
 bytes
# free list
+ Space()
   -Space()
+ Space()
+ operator=
           =()
+ SizeOfObjects()
+ Available()
+ GetObjectIterator()
+ IncrementExternalBacking
StoreBytes()
+ DecrementExternalBacking
StoreBytes()
+ ExternalBackingStoreBytes()
and 10 more.
+ MoveExternalBackingStore
Bytes()
               Δ
v8::internal::LargeObject
            Space
# size
# page
        count
# objects_size
# allocation mutex
# pending_object_
# pending_allocation
mutex
# allocation_counter
  ~LargeObjectSpace()
+ TearDown()
+ Available()
+ Size()
+ SizeOfObjects()
   CommittedPhysicalMemory()
+ PageCount()
+ ShrinkPageToObjectSize()
+ Contains()
+ C
   ContainsSlow()
and 17 more.
# LargeObjectSpace()
# AdvanceAndInvokeAllocation
Observers()
# AllocateLargePage()
# UpdatePendingObject()
               Δ
 v8::internal::OldLargeObject
            Space
 + OldLargeObjectSpace()
 + AllocateRaw()
 + PromoteNewLargeObject()
 # OldLargeObjectSpace()
 # AllocateRaw()
 v8::internal::CodeLargeObject
            Space
 + CodeLargeObjectSpace()
  AllocateRaw()
 # AddPage()
 # RemovePage()
```