```
v8::internal::IC

    isolate

    vector set

old state_
- state_
- kind
- lookup start object map

    accessor

    target_maps_

target_maps_set_
- slow stub reason
- nexus
+ IC()
+ ~IC()
+ state()
+ UpdateState()
+ RecomputeHandlerForName()
+ MarkRecomputeHandler()
+ IsAnyHas()
+ IsAnyLoad()
+ IsAnyStore()
+ IsAnyDefineOwn()
+ OnFeedbackChanged()
+ IsHandler()
+ OnFeedbackChanged()
# set_slow_stub_reason()
# set accessor()
# accessor()
# isolate()
# is vector set()
# vector needs update()
# ConfigureVectorState()
# ConfigureVectorState()
# ConfigureVectorState()
# ConfigureVectorState()
and 36 more...
FindTargetMaps()
- DISALLÓW IMPLICIT CONSTRUCTORS()
          v8::internal::LoadIC
    + LoadIC()
    + ShouldThrowReferenceError()
    + Load()
    + ShouldThrowReferenceError()
    # UpdateCaches()
     ComputeHandler()
       v8::internal::LoadGlobalIC
       + LoadGlobalIC()
       + Load()
```