```
TaggedMemberBase
     + klsFull
     + kCanBeWeak

    ptr_

     + TaggedImpl()
     + TaggedImpl()
     + operator bool()
     + operator==()
     + operator!=()
     + SafeEquals()
     + operator<()
     + ptr()
+ IsObject()
     + IsSmi()
and 26 more...
     # ptr_location()
# ptr_location()
                         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_safe_transition()
```

v8::internal::StructLayout

Д

+ set_map_safe_transition _no_write_barrier() + set_map_after_allocation()

HeapObjectLayout()HeapObjectLayout()

+ BriefPrintDetails()

+ map_slot()

and 9 more...

operator=()operator=()