```
v8::internal::HeapObject
           Layout
- map
+ HeapObjectLayout()
+ map()
+ map()
+ map word()
+ set_map()
+ set map()
+ set map safe transition()
+ map slot()
+ set map safe transition
no write barrier()
+ set map after allocation()
and 9 more...
HeapObjectLayout()
HeapObjectLayout()
operator=()
operator=()
  v8::internal::StructLayout
  + BriefPrintDetails()
 v8::internal::AccessorPair
  - getter
  - setter
  + get()
  + set()
  + set()
  + getter()
  + set getter()
  + getter()
  + set_getter()
  + setter()
  + set setter()
  + setter()
 + set_setter()
+ SetComponents()
  + Equals()
  + Copy()
  + GetComponent()
```