```
v8::internal::SlotBase
< Subclass, Data, SlotDataAlignment >
+ kSlotDataSize
+ kSlotDataAlignment
- ptr
+ operator++()
+ operator++()
+ operator--()
+ operator--()
+ operator<()
+ operator<=()
+ operator>()
+ operator>=()
+ operator==()
+ operator!=()
and 9 more...
# SlotBase()
                    < CppHeapPointerSlot,
                    CppHeapPointer t, sizeof
                      (CppHeapPointer t)>
      v8::internal::SlotBase
      < CppHeapPointerSlot,
       CppHeapPointer_t, sizeof
        (CppHeapPointer t)>
      + kSlotDataSize
      + kSlotDataAlignment
      - ptr
      + operator++()
      + operator++()
      + operator--()
      + operator--()
      + operator<()
      + operator<=()
      + operator>()
      + operator>=()
      + operator==()
      + operator!=()
      and 9 more...
      # SlotBase()
   v8::internal::CppHeapPointerSlot
   + CppHeapPointerSlot()
   + CppHeapPointerSlot()
   + try_load()
   + store()
   + init()
```