

Object Implementation Support

This chapter describes the functions, types, and macros used when defining new object types.

- [Allocating Objects on the Heap](#)
- [Common Object Structures](#)
- [Type Objects](#)
- [Number Object Structures](#)
- [Mapping Object Structures](#)
- [Sequence Object Structures](#)
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- [Async Object Structures](#)
- [Supporting Cyclic Garbage Collection](#)