```
v8::internal::MarkingState
Base < ConcreteState, access mode >
+ MarkingStateBase()
+ cage base()
+ TryMark()
+ TryMarkAndAccountLiveBytes()
+ TryMarkAndAccountLiveBytes()
+ IsMarked()
+ IsUnmarked()
                  < NonAtomicMarkingState,
                  AccessMode::NON ATOMIC >
  v8::internal::MarkingState
  Base < NonAtomicMarkingState,
    AccessMode::NON ATOMIC >
  + MarkingStateBase()
  + cage base()
  + TryMark()
  + TryMarkAndAccountLiveBytes()
  + TryMarkAndAccountLiveBytes()
  + IsMarked()
  + IsUnmarked()
   v8::internal::NonAtomicMarking
               State
   + NonAtomicMarkingState()
```