

cppgc::internal::ObjectStart
Bitmap::ClearBit

cppgc::internal::ObjectStart
Bitmap::SetBit

cppgc::internal::ObjectStart
Bitmap::load

```
graph LR; A["cppgc::internal::ObjectStart  
Bitmap::ClearBit"] --> C["cppgc::internal::ObjectStart  
Bitmap::load"]; B["cppgc::internal::ObjectStart  
Bitmap::SetBit"] --> C;
```

The diagram illustrates a relationship between three functions. On the left, there are two white rectangular boxes. The top box contains the text 'cppgc::internal::ObjectStart' and 'Bitmap::ClearBit'. The bottom box contains 'cppgc::internal::ObjectStart' and 'Bitmap::SetBit'. On the right, there is a gray rectangular box containing 'cppgc::internal::ObjectStart' and 'Bitmap::load'. Two blue arrows point from the right side of the top-left box to the left side of the gray box, and from the right side of the bottom-left box to the left side of the gray box.