## cppgc::internal::Persistent RegionBase

- nodes
- free\_list\_head\_
- nodes\_in\_use\_
- oom\_handler\_
- + ~PersistentRegionBase()
- + PersistentRegionBase()
- + operator=()
- + Iterate()
- + NodesInUse()
- + ClearAllUsedNodes()
  - r ClearAiloseunoues()
- # PersistentRegionBase()
- # TryAllocateNodeFromFreeList()
- # FreeNode()
  # RefillFreeListAndAllocate
- # RefiliFreeListAndAllocate
  Node()
- ClearAllUsedNodes()
- RefillFreeList()
  - cppgc::internal::Persistent Region
    - heap\_
  - + PersistentRegion()
  - + ~PersistentRegion()
  - + PersistentRegion()
  - + operator=()
  - + AllocateNode() + FreeNode()
  - IsCreationThread()