```
cppgc::internal::Marking
              StateBase
       # heap
       # marking_worklist_
# not_fully_constructed
        worklist
       + MarkingStateBase()
       + ~MarkingStateBase()
       + MarkingStateBase()
       + operator=()
       + MarkAndPush()
       + MarkAndPush()
       + PushMarked()
       + Publish()
       + marking_worklist()
+ not_fully_constructed
        worklist()
       _
# MarkAndPush()
       # MarkNoPush()
                   Λ
cppgc::internal::BasicMarking
                 State
# previously_not_fully
constructed worklist
# weak_container_callback
 worklist
# parallel
           _weak_callback
 worklist
# weak
         custom callback
 worklist
# write_barrier_worklist
# concurrent marking
 bailout_worklist
# discovered_ephemeron
 pairs worklist
# ephemeron_pairs
 processing_worklist
weak containers v
                     \overline{w}orklist
  weak
# movable_slots_worklist_
and 6 more...
+ BasicMarkingState()
+ ~BasicMarkingState()
+ BasicMarkingState()
+ operator=()
+ RegisterWeakReferenceIfNeeded()
+ RegisterWeakContainerCallback()
+ RegisterWeakCustomCallback()
+ RegisterMovableReference()
+ ProcessWeakContainer()
+ ProcessEphemeron()
and 18 more.
# RegisterWeakContainer()
                   Δ
 cppgc::internal::Mutator
            MarkingState
 recently_retraced_weak
  containers
   retrace_marked_objects
  worklist
 + MutatorMarkingState()
     -MutatorMarkingState()
 + MarkNoPush()
 + ReTraceMarkedWeakContainer()
 + DynamicallyMarkAddress()

    FlushNotFullyConstructed

 Objects()
  + FlushDiscoveredEphemeron
 Pairs()

    InvokeWeakRootsCallbackIf

 Needed()
 + IsMarkedWeakContainer()
 + retrace
            _marked_objects
  worklist()
 + Publish()
```