## cppgc::internal::BasePage Handle # heap handle + heap handle() + heap handle() + FromPayload() + FromPayload() # BasePageHandle() cppgc::internal::BasePage - space - type contains\_young\_objects\_ - discarded\_memory\_ - marked bytes + BasePage() + operator=() + heap() + space() + is\_large() + PayloadStart() + PayloadStart() + PayloadEnd() + PayloadEnd() + AllocatedSize() and 17 more.. + FromPayload() + FromPayload() + FromInnerAddress() + FromInnerAddress() + Destroy() # BasePage() - AllocateSlotSet() cppgc::internal::NormalPage cppgc::internal::LargePage - allocated bytes at last\_gc\_ object start bitmap - kGuaranteedObjectAlignment + begin() + ObjectHeader() + begin() + ObjectHeader() + end()+ PayloadStart() + end() + PayloadStart() + PayloadStart() + PayloadStart() + PayloadEnd() + PayloadEnd() + PayloadContains() + AllocatedBytesAtLastGC() + AllocatedBytesAtLastGC() + PayloadContains() + SetAllocatedBytesAtLastGC() + PageHeaderSize() + object\_start\_bitmap() + AllocationSize() + object\_start\_bitmap() + TryCreate() + Destroy() + From() + From() + PayloadSize() - NormalPage() ~NormalPage()

- payload size

+ PayloadEnd()

+ PayloadEnd()

+ PayloadSize()

+ ObjectSize()

+ TryCreate()

LargePage()

~LargePage()

+ Destroy()

+ From()

+ From()