```
uint8 t
                -raw state
v8::internal::LocalHeap
         ··ThreadState
+ IsRunning()
+ SetRunning()
+ IsParked()
+ SetParked()
+ IsSafepointRequested()
+ IsCollectionRequested()
+ IsRunningWithSlowPathFlag()
+ Parked()
+ Running()
- ThreadState()
raw()
```