StateBase # heap # marking_worklist_ # not_fully_constructed worklist + MarkingStateBase() + ~MarkingStateBase() + MarkingStateBase() + operator=() + MarkAndPush() + MarkAndPush() + PushMarked() + Publish() + marking_worklist() + not_fully_constructed worklist() # MarkAndPush() # MarkNoPush() 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_for _processing_worklist_ # weak_containers_worklist_ # movable_slots_worklist_ and 6 more... + BasicMarkingState() + ~BasicMarkingState() + BasicMarkingState() + operator=() + RegisterWeakReferenceIfNeeded() + RegisterWeakContainerCallback() + RegisterWeakCustomCallback() + RegisterMovableReference() + ProcessWeakContainer() + ProcessEphemeron() and 18 more # RegisterWeakContainer() cppgc::internal::Mutator MarkingState recently_retraced_weak _containers - retrace_marked_objects worklist cppgc::internal::Concurrent + MutatorMarkingState() MarkingState + ~MutatorMarkingState() + MarkNoPush() + ReTraceMarkedWeakContainer() + DynamicallyMarkAddress() + ConcurrentMarkingState() + FlushNotFullyConstructed + ~ConcurrentMarkingState() Objects() + AccountDeferredMarkedBytes() + FlushDiscoveredEphemeron Pairs() + InvokeWeakRootsCallbackIf Needed() + IsMarkedWeakContainer() + retrace_marked_objects worklist() + Publish()

cppgc::internal::Marking