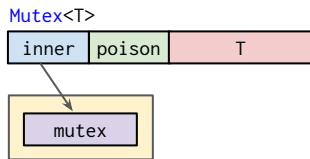
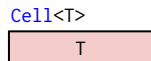
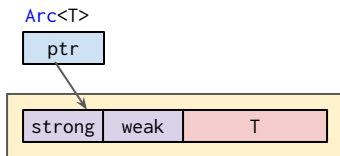
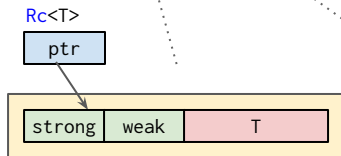
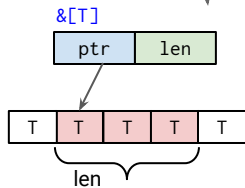
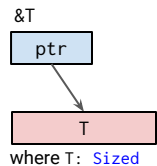
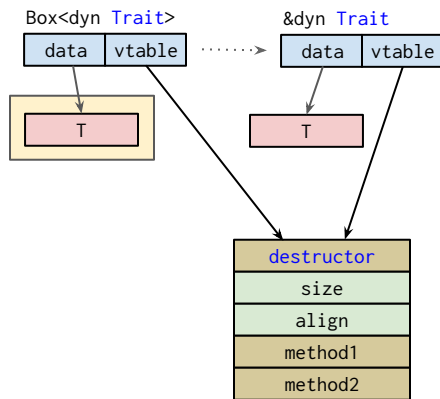
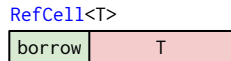


Note: `String` has same memory layout as `Vec<u8>`



Consider using `parking_lot`, which doesn't allocate the raw mutex



Legend

ptr 4/8 bytes (usize)

size 4/8 bytes

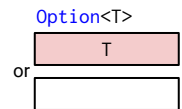
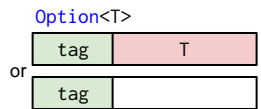
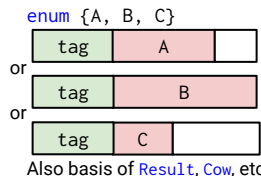
atomic 4/8 bytes

fn 4/8 bytes

allocation heap allocation, implies ownership

T user defined type

.....> **deref**



when T contains pointers which **can't be null**