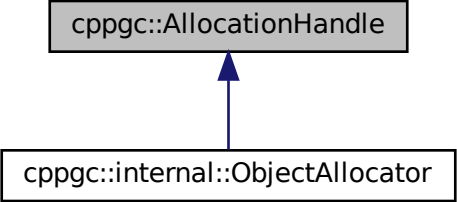


cppgc::AllocationHandle



```
graph BT; A[cppgc::internal::ObjectAllocator] --> B[cppgc::AllocationHandle];
```

cppgc::internal::ObjectAllocator