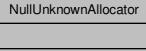
```
TestMemoryAllocator
# name
# alloc name
# free name
# hasBeenDestroyed
+ TestMemoryAllocator()
+ ~TestMemoryAllocator()
+ hasBeenDestroyed()
+ alloc memory()
+ free memory()
+ name()
+ alloc name()
+ free name()
+ isOfEqualType()
+ allocMemoryLeakNode()
+ freeMemoryLeakNode()
```



- + NullUnknownAllocator() + alloc_memory() + free_memory() + defaultAllocator()
 - ocator()