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

   allocationToCrashOn
```

+ CrashOnAllocationAllocator()+ setNumberToCrashOn()

+ alloc memory()