


addMemoryLeakHeader



```
graph LR; A[addMemoryLeakHeader] --> B[SimpleStringBuffer::add]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'addMemoryLeakHeader'. The right box is white and contains the text 'SimpleStringBuffer::add'. A blue arrow points from the right side of the gray box to the left side of the white box.

SimpleStringBuffer::add