## **TestMemoryAllocator** # name # alloc name # free name # hasBeenDestroyed + TestMemoryAllocator() + ~TestMemoryAllocator() + hasBeenDestroyed() + alloc memory() + free memory() + name() + alloc\_name() + free name() + isOfEqualType() + allocMemoryLeakNode() + freeMemoryLeakNode() MyOwnStringAllocator

## + memoryWasAllocated + MyOwnStringAllocator()

+ ~MyOwnStringAllocator() + alloc\_memory()