```
TestMemory Allocator
# name
# alloc name
# free name
# hasBeenDestroyed
+ TestMemoryAllocator()
+ ~TestMemoryAllocator()
+ hasBeenDestroyed()
+ alloc memory()
+ free memory()
+ name()
+ alloc name()
+ free name()
+ isOfEqualType()
```

+ allocMemoryLeakNode()+ freeMemoryLeakNode()