```
original::allocatorBase
< TYPE. obiPoolAllocator >
      allocatorBase()
  +
      allocate()
      deallocate()
  + construct()
      ~allocatorBase()
      destroy()
  +
 original::objPoolAllocator
        < TYPF >
     obiPoolAllocator()
    obiPoolAllocator()
  + operator=()
  + objPoolAllocator()
  + operator=()
```

+ allocate() + deallocate()

~objPoolAllocator()