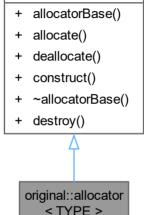```
original::allocatorBase
< TYPE, allocator >

+ allocatorBase()
+ allocate()
+ deallocate()
+ construct()
+ ~allocatorBase()
+ destroy()
```

```
original::allocator
< TYPE >

+  allocate()
+  deallocate()
```