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