

htgs::IMemoryReleaseRule

```
classDiagram
    fi::ReleaseCountRule --|> htgs::IMemoryReleaseRule
```

The diagram shows a class hierarchy. At the top is the interface `htgs::IMemoryReleaseRule`, represented by a rectangle with three horizontal compartments. The top compartment contains the name, and the other two are empty. Below it is the concrete class `fi::ReleaseCountRule`, represented by a rectangle with three horizontal compartments. The top compartment contains the name, the middle one contains the private attribute `- _releaseCount`, and the bottom one contains the public methods `+ ReleaseCountRule()`, `+ memoryUsed()`, and `+ canReleaseMemory()`. A blue arrow with an open triangular head points from the top of the `fi::ReleaseCountRule` box to the bottom of the `htgs::IMemoryReleaseRule` box, indicating inheritance.

fi::ReleaseCountRule

- _releaseCount

+ ReleaseCountRule()
+ memoryUsed()
+ canReleaseMemory()