

maybeGrowPool: Long => Unit = (additionalSpaceNeeded: Long) => (),

computeMaxPoolSize: () => Long = () => poolSize): Long

+ void showMemoryUsage()

+ long cleanUpAllAllocatedMemory()

+ MemoryBlock allocatePage(long size, MemoryConsumer consumer)

+ void freePage(MemoryBlock page, MemoryConsumer consumer)