```
fixed size object allocator< T >
# free chain
# mutex
+ allocate()
+ deallocate()
+ fixed_size_object_allocator()
+ ~fixed size object
allocator()
     descriptor table < T >
    # table
    # descriptor table size
    # free desc
    # mutex
     + descriptor table()
     + ~descriptor table()
     + qet()
     + allocate()
     + descriptor table()
     + ~descriptor table()
     + qet()
     + allocate()
     + deallocate()
```