```cpp
private:
    //==============================================================
    class AsyncUpdaterMessage;
    friend class ReferenceCountedObjectPtr<AsyncUpdaterMessage>;
    ReferenceCountedObjectPtr<AsyncUpdaterMessage> activeMessage;

    JUCE_DECLARE_NON_COPYABLE_WITH_LEAK_DETECTOR (AsyncUpdater)
};
```

```cpp
private:
    //==============================================================================
    class RealTimeAsyncUpdateDispatcher;
    class RealTimeAsyncUpdaterMessage;
    friend class ReferenceCountedObjectPtr<RealTimeAsyncUpdaterMessage>;
    ReferenceCountedObjectPtr<RealTimeAsyncUpdaterMessage> activeMessage;

    JUCE_DECLARE_NON_COPYABLE_WITH_LEAK_DETECTOR (RealTimeAsyncUpdater)
};
```

juce::AsyncUpdater

RealTimeAsyncUpdater

juce::AsyncUpdater

```
101    private:
102        //===========================================================================
103        class AsyncUpdaterMessage;
104        friend class ReferenceCountedObjectPtr<AsyncUpdaterMessage>;
105        ReferenceCountedObjectPtr<AsyncUpdaterMessage> activeMessage;
106
107        JUCE_DECLARE_NON_COPYABLE_WITH_LEAK_DETECTOR (AsyncUpdater)
108    };
```

RealTimeAsyncUpdater

```
82     private:
83         //===========================================================================
84         class RealTimeAsyncUpdateDispatcher;
85         class RealTimeAsyncUpdaterMessage;
86         friend class ReferenceCountedObjectPtr<RealTimeAsyncUpdaterMessage>;
87         ReferenceCountedObjectPtr<RealTimeAsyncUpdaterMessage> activeMessage;
88
89         JUCE_DECLARE_NON_COPYABLE_WITH_LEAK_DETECTOR (RealTimeAsyncUpdater)
90     };
91
```

Write some tests