hryky::memory::heap::Base + allocatable size() + allocate() + deallocate() + instantiate() + instantiate() + release() hryky::memory::heap::Adapter< ImplT > + Adapter() # allocatable size impl() # allocate impl() # deallocate_impl() < lock heap type > hryky::memory::heap::Adapter< lock heap type > + Adapter() # allocatable size impl() # allocate impl() # deallocate impl()