```
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()
```