```
hryky::allocator::Base< ValueT >
+ address()
+ address()
+ Base()
+ Base()
+ Base()
+ Base()
+ construct()
+ destroy()
+ max size()
+ operator!=()
+ operator==()
+ ~Base()
hryky::allocator::Global< ValueT >
+ allocate()
+ deallocate()
+ Global()
+ Global()
+ Global()
+ ~Global()
```