

MemoryBlock< P_type >



```
classDiagram
    class MemoryBlock {
        < P_type >
    }
    class NullMemoryBlock {
        < P_type >
    }
    class UnownedMemoryBlock {
        < P_type >
    }
    MemoryBlock <|-- NullMemoryBlock
    MemoryBlock <|-- UnownedMemoryBlock
```

NullMemoryBlock< P_type >

UnownedMemoryBlock< P_type >