```
std::allocator< T >
StdAllocator< T. BaseAllocator >
+ kNeedFree
+ kRefCounted
- baseAllocator
+ StdAllocator()
+ StdAllocator()
+ StdAllocator()
+ StdAllocator()
+ ~StdAllocator()
+ address()
+ address()
+ max size()
+ construct()
+ destroy()
and 8 more...
+ Free()
```