

HL::PerClassHeap< SuperHeap >

HL::SegHeap< NumBins, getSizeClass, getClassMaxSize, PerClassHeap, BigHeap >

HL::StrictSegHeap< Kingsley::NUMBINS, Kingsley::size2Class, Kingsley::class2Size, PerClassHeap, BigHeap >

HL::KingsleyHeap< PerClassHeap, BigHeap >