

aspect Allocatable*structural view***IAllocatable**

bool allocated

+ bool isAllocated()

+ allocate()

+ deallocate()

IAllocatable

*state view IAllocatable***Pointcut**

IFree

IBusy

Any

Advice

allocate

IFree

IBusy

deallocate

isAllocated

Any

IFree, IBusy

Binding
Any → *