



## **Program Listing for File unbounded\_allocator.hpp**

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`include/holoscan/core/resources/gxf/unbounded_allocator.hpp` )

```
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or agreed to in writing, software * distributed under the License is distributed on an
"AS IS" BASIS, * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either
express or implied. * See the License for the specific language governing
permissions and * limitations under the License. */ #ifndef
HOLOSCAN_CORE_RESOURCES_GXF_UNBOUNDED_ALLOCATOR_HPP #define
HOLOSCAN_CORE_RESOURCES_GXF_UNBOUNDED_ALLOCATOR_HPP #include
<string> #include <gxf/std/unbounded_allocator.hpp> #include "./allocator.hpp"
namespace holoscan { class UnboundedAllocator : public Allocator { public:
HOLOSCAN_RESOURCE_FORWARD_ARGS_SUPER(UnboundedAllocator, Allocator)
UnboundedAllocator() = default; UnboundedAllocator(const std::string& name,
nvidia::gxf::UnboundedAllocator* component) : Allocator(name, component) {}
const char* gxf_typename() const override { return
"nvidia::gxf::UnboundedAllocator"; }; } // namespace holoscan #endif/*
HOLOSCAN_CORE_RESOURCES_GXF_UNBOUNDED_ALLOCATOR_HPP */
```

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