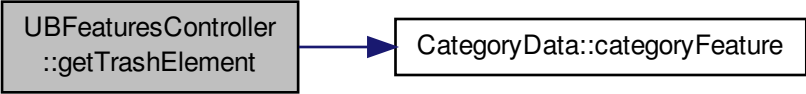


UBFeaturesController
::getTrashElement



```
graph LR; A[UBFeaturesController::getTrashElement] --> B[CategoryData::categoryFeature]
```

CategoryData::categoryFeature