

Global Repository of Objects

The framework provides access to the global repository of objects in the form of implementation of the design pattern Registry. In this implementation, the objects are stored in a class **CB** in a private static property. Appropriate methods of the class can perform basic operations on objects of registry.

```
// Adds some object "foo" to the registry.
CB::set('foo', new MyClass());
// Gets object "foo" from the registry.
$foo = CB::get('foo');
// Checks whether object "foo" is in the registry.
if (CB::has('foo'))
{
    // If it is in then removes object "foo" from the registry.
    CB::remove('foo');
}
// Gets an array of all registry objects.
print_r(CB::all());
```