## CommandBase + CommandBase() + CommandBase() + CommandBase() + operator=() + operator=() + ~CommandBase() + execute() SceneRegistry + SceneRegistry() + SceneRegistry() + SceneRegistry() + operator=() + operator=() + ~SceneRegistry() **UpdateDeregistrationCommand** + ptrUp + UpdateDeregistrationCommand() + UpdateDeregistrationCommand() + UpdateDeregistrationCommand() + operator=() + operator=() + ~UpdateDeregistrationCommand() + UpdateDeregistrationCommand() + execute()