CommandBase + CommandBase() + CommandBase() + CommandBase() + operator=() + operator=() + ~CommandBase() + execute() SceneRegistry + SceneRegistry() + SceneRegistry() + SceneRegistry() + operator=() + operator=() + ~SceneRegistry() **UpdateRegistrationCommand** + ptrUp + UpdateRegistrationCommand() + UpdateRegistrationCommand() + UpdateRegistrationCommand() + operator=() + operator=() + ~UpdateRegistrationCommand() + UpdateRegistrationCommand() + execute()