```
AbstractBackend
  type_
  + AbstractBackend()
  + init()
  + type()
            Δ
Storage::AbstractStorage
# objects_
+ AbstractStorage()
+ remove()
+ create()
+ search()
+ object()
# get_field_int()
# get_field_string()
# get_field_time()
# get_field_enum()
# get_field_object()
# get_field_vector()
# set_field()
# set_field()
# set_field()
# set_field()
# set_field_enum()
# set_field_vector()
# set_object()
# new_id()
             storage_
Storage::StorableObject
- id
- storage_
                                  UI::UsersObject
+ StorableObject()
# id()
# get_field_int()
                                  + read()
# get_field_string()
                                  + read_int()
# get_field_time()
                                  + read_string()
# get_field_enum()
                                  + read_time()
# get_field_object()
                                  + read_enum()
# get_field_vector()
                                  + read_vector()
# set_field()
                                  + update()
# set_field()
                                  + update()
# set_field()
                                  + update()
# set_field_enum()
                                  + update_enum()
# set_field()
                                  + update()
# set_field_vector()
# save()
# load()
                            Core::Person
                           - name
                          surname_
                           - birthday_
                          groups_
                          + Person()
                          + Person()
                          + name()
                          + surname()
                          + sex()
                          + birthday()
                          + groups()
                          + read()
                          + read_int()
                          + read_string()
                          + read time()
                          + read_enum()
                          + read_vector()
                          + update()
                          + update()
                          + update()
                          + update_enum()
                          + update()
                          + _()
                          + _()
                          # add_group()
                          # del_group()
                          # save()
                          # load()
```