```
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()
                                  + read_string()
# get_field_time()
# 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::AbstractGroup
                         name_
                        child_groups_

    people

                        + AbstractGroup()
                        + AbstractGroup()
                        + name()
                        + add_person()
                        + del_person()
                        + read()
                        + read_int()
                        + read_string()
                        + read_time()
                        + read_enum()
                        + read_vector()
                        + update()
                        + update()
                        + update()
                        + update_enum()
                        + update()
                        # add_child()
                        # del_child()
                        # save()
                        # load()
```