## AbstractBackend type\_ + AbstractBackend() + init() + type() Storage::AbstractStorage # objects\_ + AbstractStorage() + remove() UI::AbstractUI + create() + search() storage\_ + object() - cache # get\_field\_int() # get field string() + AbstractUI() # get field time() + AbstractUI() # get\_field\_enum() + storage() # get field object() + run() # get\_field\_vector() # cache() # set\_field() # search() # set field() # create() # set field() # remove() # set\_field() # set\_field\_enum() # set field vector() # set\_object() # new id() **DummyStorage** SQLiteStorage + search() + init() + init() + search() # get\_field\_int() # get\_field\_int() # get field string() # get field string() # get field time() # get field time() # get field enum() # get field enum() # get field object() # get field object() # get field vector() # get\_field\_vector() # set field() # set\_field() # set field() # set field() # set field() # set field() # set field enum() # set field enum() # set field() # set field() # set field vector() # set field vector()