```
Storage::StorableObject
- 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::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()
                  Δ
       Core::Event
       - begin
                                  Core::Group
       - duration_
                             - parent_groups_
       + Event()
       + Event()
                             + Group()
       + begin()
                             + add_parent_group()
       + duration()
                             + del_parent_group()
       + end()
                             + read()
       + read()
                             + read_vector()
       + read_time()
                             + update()
       + update()
                             - save()
       + update()

    load()

       # save()
       # load()
```