## GpgFrontend::ChannelObject default channel + ChannelObject() + ChannelObject() + GetChannel() + SetChannel() + GetDefaultChannel() Δ GpgFrontend::SingletonFunction Object < T > + SingletonFunctionObject() + operator=() + GetChannel() + SingletonFunctionObject() + SingletonFunctionObject() + operator=() + GetInstance() + CreateInstance() + ReleaseChannel() + GetDefaultChannel() + GetAllChannelld() # SingletonFunctionObject() # SingletonFunctionObject() # ~SingletonFunctionObject() < GpgContext > GpgFrontend::SingletonFunction Object < GpgContext > + SingletonFunctionObject() + SingletonFunctionObject() + SingletonFunctionObject() **QObject** + operator=() + operator=() + GetChannel() + GetInstance() + CreateInstance() + ReleaseChannel() + GetDefaultChannel() + GetAllChannelld() # SingletonFunctionObject() # SingletonFunctionObject() # ~SingletonFunctionObject() GpgFrontend::GpgContext - info - args - extend\_info\_loaded\_ - preload\_lock\_ ctx ref - good + GpgContext() + GpgContext() + ~GpgContext() + good() + GetInfo() + operator gpgme\_ctx\_t() + SetPassphraseCb() + test\_passphrase\_cb() + custom\_passphrase\_cb() + test\_status\_cb() - post\_init\_ctx() - need\_user\_input\_passphrase() check\_binary\_chacksum()