```
GpgFrontend::SingletonFunction
         Object< T >

    channel

  default channel
  instance mutex
  instances mutex
  instance
  instances_map
+ GetChannel()
+ SingletonFunctionObject()
+ SingletonFunctionObject()
+ operator=()
+ GetInstance()
+ CreateInstance()
+ CreateInstance()
+ ReleaseChannel()
+ GetDefaultChannel()
# SingletonFunctionObject()
# SingletonFunctionObject()
   ~SingletonFunctionObject()
# SetChannel()
- find_object_in_channel()

    set object in channel()

                < GpgUIDOperator >
GpgFrontend::SingletonFunction
  Object< GpgUIDOperator >
 channel
  default channel
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# SingletonFunctionObject()
# ~SingletonFunctionObject()
# SetChannel()
find_object_in_channel()
set object in channel()
               Δ
GpgFrontend::GpgUIDOperator
- ctx
+ GpgUIDOperator()
+ AddUID()
+ AddUID()
+ RevUID()
+ SetPrimaryUID()
```