## GpgFrontend::ChannelObject - channel default channel + ChannelObject() + ChannelObject() + GetChannel() + SetChannel() + GetDefaultChannel() GpgFrontend::SingletonFunction Object< T > + SingletonFunctionObject() + operator=() + GetChannel() + SingletonFunctionObject() + SingletonFunctionObject() + operator=() + GetInstance() + CreateInstance() + ReleaseChannel() + GetDefaultChannel() + GetAllChannelld() # SingletonFunctionObject() # SingletonFunctionObject() # ~SingletonFunctionObject() < CacheManager > GpgFrontend::SingletonFunction Object< CacheManager > + SingletonFunctionObject() + SingletonFunctionObject() + SingletonFunctionObject() **QObject** + operator=() + operator=() + GetChannel() + GetInstance() + CreateInstance() + ReleaseChannel() + GetDefaultChannel() + GetAllChannelld() # SingletonFunctionObject() # SingletonFunctionObject() # ~SingletonFunctionObject() GpgFrontend::CacheManager - cache storage key\_storage\_m\_timer\_ - drk\_key\_ + CacheManager() + SaveCache() + LoadCache() + LoadCache() get\_data\_object\_key() load\_cache\_storage() load\_all\_cache\_storage() flush cache storage() - register\_cache\_key()