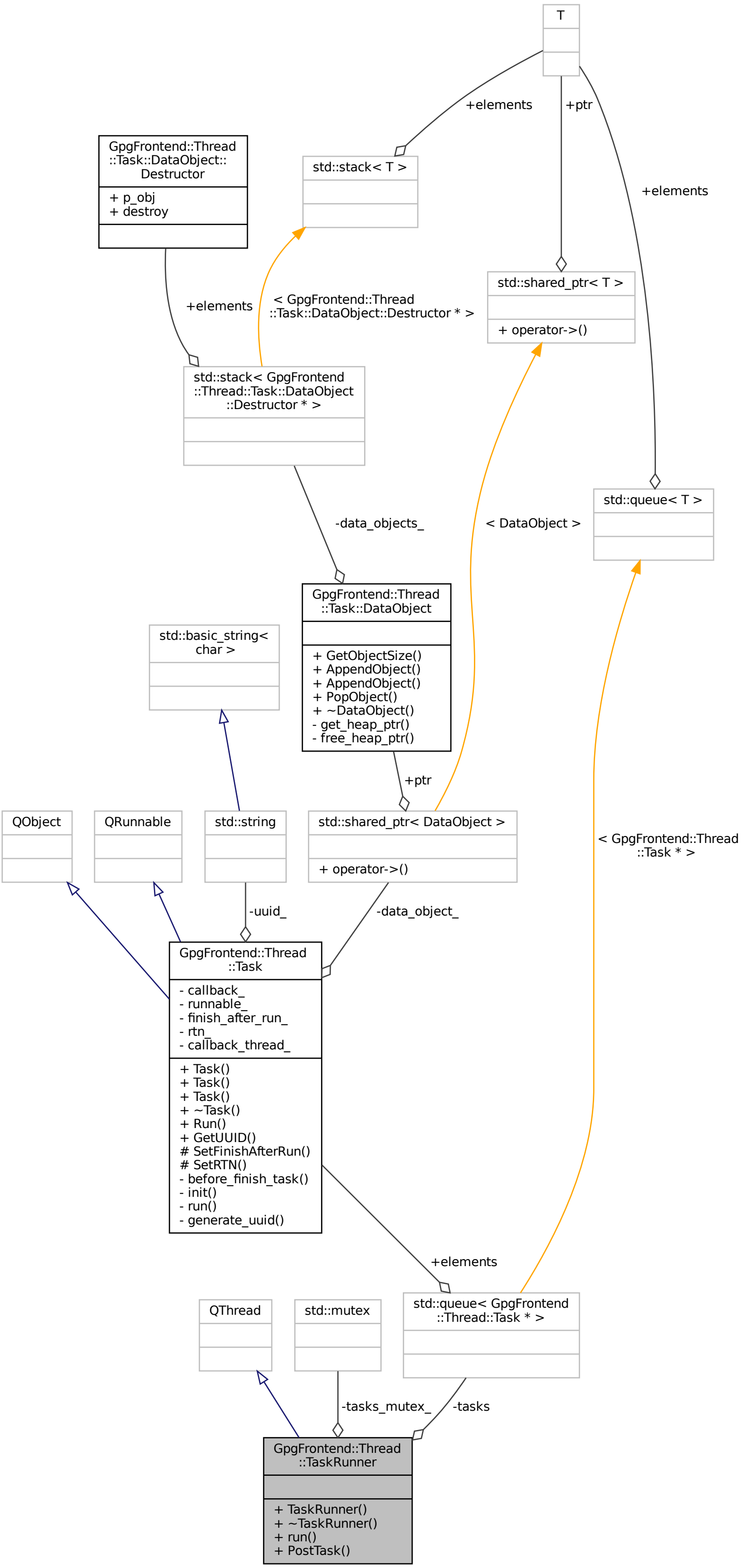
T
+elements
+ptr
+elements
GpgFrontend::Thread ::Task::DataObject:: Destructor
+ p_obj
+ destroy
std::stack< T >
std::shared_ptr< T >
+ operator->()
+elements
< GpgFrontend::Thread ::Task::DataObject::Destructor * >
std::stack< GpgFrontend ::Thread::Task::DataObject ::Destructor * >
-data_objects_
< DataObject >
std::queue< T >
GpgFrontend::Thread ::Task::DataObject
+ GetObjectSize()
+ AppendObject()
+ AppendObject()
+ PopObject()
+ ~DataObject()
- get_heap_ptr()
- free_heap_ptr()
std::basic_string< char >
+ptr
QObject
QRunnable
std::string
std::shared_ptr< DataObject >
+ operator->()
< GpgFrontend::Thread ::Task * >
-uuid_
-data_object_
GpgFrontend::Thread ::Task
- callback_
- runnable_
- finish_after_run_
- rtn_
- callback_thread_
+ Task()
+ Task()
+ Task()
+ ~Task()
+ Run()
+ GetUUID()
# SetFinishAfterRun()
# SetRTN()
- before_finish_task()
- init()
- run()
- generate_uuid()
+elements
QThread
std::mutex
std::queue< GpgFrontend ::Thread::Task * >
-tasks_mutex_
-tasks
GpgFrontend::Thread ::TaskRunner
+ TaskRunner()
+ ~TaskRunner()
+ run()
+ PostTask()