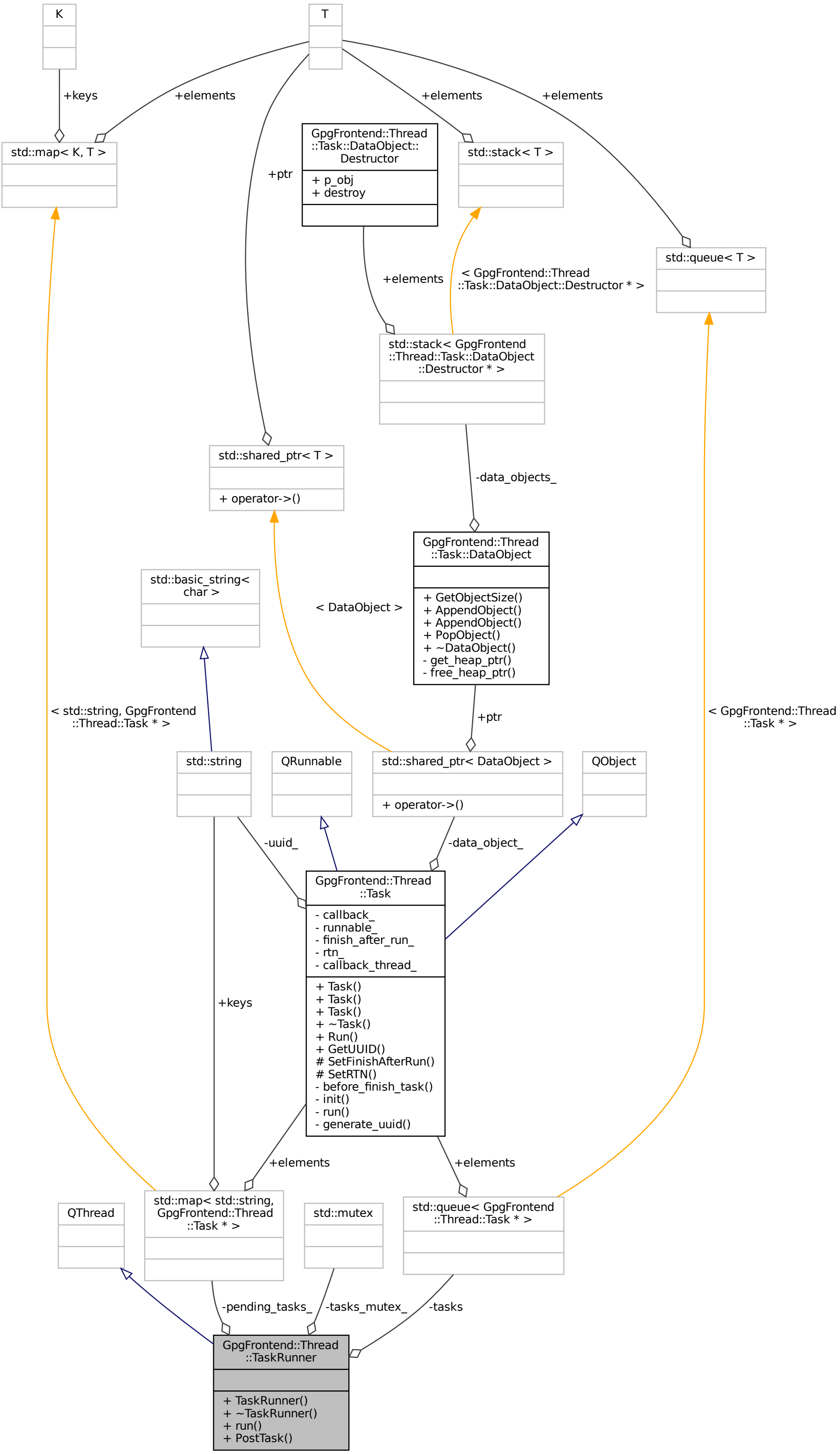
K
T
+keys
+elements
+elements
+elements
std::map< K, T >
+ptr
GpgFrontend::Thread
::Task::DataObject::
Destructor
+ p_obj
+ destroy
std::stack< T >
std::queue< T >
+elements
< GpgFrontend::Thread
::Task::DataObject::Destructor * >
std::stack< GpgFrontend
::Thread::Task::DataObject
::Destructor * >
std::shared_ptr< T >
+ operator->()
-data_objects_
GpgFrontend::Thread
::Task::DataObject
+ GetObjectSize()
+ AppendObject()
+ AppendObject()
+ PopObject()
+ ~DataObject()
- get_heap_ptr()
- free_heap_ptr()
std::basic_string<
char >
< DataObject >
< std::string, GpgFrontend
::Thread::Task * >
+ptr
< GpgFrontend::Thread
::Task * >
std::string
QRunnable
std::shared_ptr< DataObject >
+ operator->()
QObject
-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()
+keys
+elements
+elements
QThread
std::map< std::string,
GpgFrontend::Thread
::Task * >
std::mutex
std::queue< GpgFrontend
::Thread::Task * >
-pending_tasks_
-tasks_mutex_
-tasks
GpgFrontend::Thread
::TaskRunner
+ TaskRunner()
+ ~TaskRunner()
+ run()
+ PostTask()