

Objects hierarchy concept

Any monitored infrastructure in the system is represented by the set of **objects** and **links** between them.

Object is an entity of any nature. It can represent both physical devices like server, processor or router, and more abstract logic items such as business-metrics or services.

Objects can have an unlimited number of *child objects*. Nested objects form a hierarchy whose number of levels is also unlimited.

Also any object can have an unlimited number of parents. The multi-parent allows the object with the state changed conditions, properties, etc. to be displayed in different branches of his parents and to influence on them.

The most general example is a **Server** as the *'parent'* object that consists of **CPU**, **RAM**, **File System** and **RDBMS** as the *'children'* objects, where **RDBMS** at the same time can be *'parent'* object for one or several separate database *'children'* objects.

