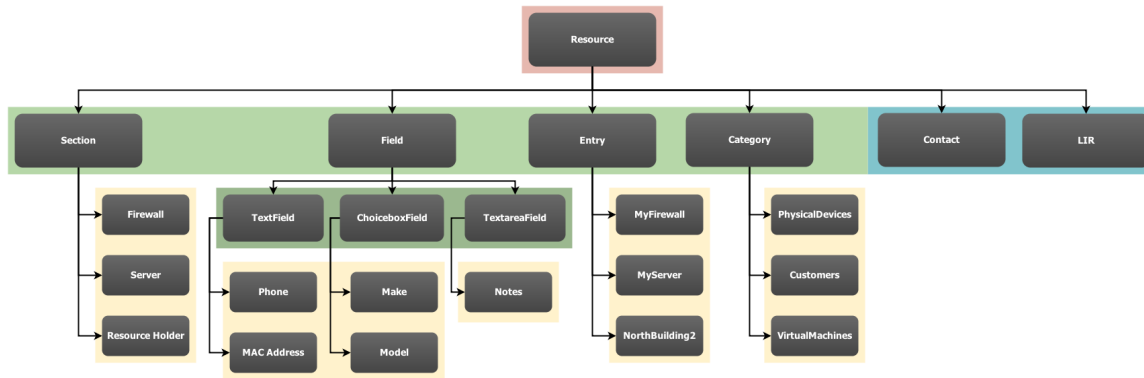


Resource Concepts 1

Overview

In Provision, the Resource System (RS) is an expression of object-oriented programming. In this context, the term “resource” is equivalent to the term “object”, where an object is an instance of a class. Traditionally in OOP, there is an Object class that is the root of the class hierarchy. In the RS, the Resource class is the root class. Every class in the system has Resource as a superclass and all resource objects implement the methods of that class.



The diagram above shows examples of resource sub-types. The items on a green or blue background are types of resources; they each have their own corresponding Class. An item on a yellow background is an example of an object that could have been instantiated from the class (resource type) that it's part of.

Additional Information:

- [Resource Classes](#)
- [The Database Layout](#)
- [Asset System](#)