a job queue manager linked to the first set of objects and the user application;

a set of minions linked to the second set of objects; and

an agent manger linked to the job queue manager, the first set of objects and the set of minions.

2. The apparatus as recited in claim **1**, wherein the client data is marketing data.

3. The apparatus as recited in claim **1**, wherein the job queue manager is a first agent process and the agent manager is a second agent process.

4. The apparatus as recited in claim **3**, wherein each agent process further comprises:

an agent;

a connection linked to the agent that allows external access to the agent;

one or more minions linked to the agent; and

an agent profile linked to the agent for specifying the one or more minions for the agent to manage.

5. The apparatus as recited in claim **4**, wherein the agent is a generic, independently executable computer program.

6. The apparatus as recited in claim **4**, wherein the agent serves as a distribution and control mechanism for the one or more minions.

7. The apparatus as recited in claim **1**, further comprising a notification manager linked to the first set of objects and the job queue manager.

8. The apparatus as recited in claim **7**, wherein the notification manager is a third agent process.

9. The apparatus as recited in claim **1**, further comprising a security guard linked to the first set of objects, the agent manager and the user application.

10. The apparatus as recited in claim **9**, wherein the security guard is a fourth agent process.

11. The apparatus as recited in claim **1**, wherein each minion further comprises:

a control data block;

a control thread linked to the agent for receiving a control message from the agent, posting the control message in the control data block, observing a progress report posted in the control data block and sending the progress report to the agent; and

a work thread linked to an object for performing some work with a resource, creating the progress report, posting the progress report in the control data block, observing the control message posted in the control data block and executing the control message.

12. The apparatus as recited in claim **1**, wherein each minion is a named class instance.

13. A computer program embodied on a computer-readable medium for managing data, the computer program comprising:

at least one code segment to control system data stored in a first database and client data stored in a second database;

a code segment defining a first set of objects linked to the first database;

a code segment defining a second set of objects linked to the second database;

a code segment defining one or more minions;

a code segment to manage a job queue;

a code segment to manage one or more agent processes; and

a code segment to provide an interface between a user and the code segment to manage the job queue.

14. The computer program for managing data as recited in claim **13**, further comprising:

a code segment for receiving client data to be stored in the second database; and

a code segment for parsing the client data into one or more data records, each data record having one or more data elements.

15. The computer program for managing data as recited in claim **13**, wherein the client data comprises marketing data.

16. The computer program for managing data as recited in claim **13**, further comprising a code segment to manage notifications.

17. The computer program for managing data as recited in claim **13**, further comprising a code segment to prevent unauthorized access to the first database, the second database, the first set of objects, the second set of objects, the one or more minions, the job queue, or the one or more agent processes.

18. A database system comprising:

two or more computers communicably linked to each other through a network;

a data storage tier resident on at least one of the computers, the data storage tier having a first database for storing system data, a second database for storing client data and at least one database server to control the first database and the second database;

a user interface tier resident on at least one of the computers, the user interface tier having a user application for interfacing with a display and an input device connected to the computer; and

an object tier resident on at least one of the computers, the object tier comprising a first set of objects linked to the first database through the database server, a second set of objects linked to the second database through the database server, a job queue manager resident on one of the computers in which the object tier is resident, the job queue manager linked to the first set of objects and the user application, a set of minions linked to the second set of objects, an agent manger resident on each computer in which the object tier is resident, the agent manager linked to the job queue manager, the first set of objects and the set of minions.

19. The database system as recited in claim **18**, wherein the client data is marketing data.

20. The database system as recited in claim **18**, wherein the job queue manager is a first agent process and the agent manager is a second agent process.

21. The database system as recited in claim **20**, wherein each agent process further comprises:

an agent;

a connection linked to the agent that allows external access to the agent;

one or more minions linked to the agent; and

an agent profile linked to the agent for specifying the one or more minions for the agent to manage.

22. The database system as recited in claim **21**, wherein the agent is a generic, independently executable computer program.

23. The database system as recited in claim **21**, wherein the agent serves as a distribution and control mechanism for the one or more minions.

24. The database system as recited in claim **21**, wherein each minion further comprises:

a control data block;

a control thread linked to the agent for receiving a control message from the agent, posting the control message in