Surround Data A sharable object between stages that holds necessary information for each stage. A stage will read some information from Surround Data, process it, then put back new information that will be used by other stage(s). When you extend this class, you can add as many variables as you need to help you transform input data into output data. But there are 4 core variables that are ready for you to utilise:

* **stage\_metadata** is information that can be used to identify a stage.
* **execution\_time** is recorded time to complete a process.
* **errors** is information to identify failure of a stage.
* **warnings** is information when transformation is not 100% right.