```
Inventory Asset
# $data
# $item
# $itemtype
# $extra_data
# $agent
# $entities_id
# $is_recursive
# $ruleentity_data
# $rulelocation_data
# $links_handled
  et 6 de plus...
    construct(CommonDBTM
  $item, array $data=null)
+ setData(array $data)
+ getData()
+ prepare()
+ handle()
+ setExtraData($data)
+ getIgnored($type)
+ checkConf(Conf $conf)
+ handleLinks()
+ setAgent(Agent $agent)
  et 8 de plus...
# setItem(CommonDBTM
  $item)
# addOrMoveItem(array
  $input)
# setNew()
# handleInput(\stdClass
  $value, ?CommonDBTM
  $item=null)
# cleanName(string
  $string)
        NetworkPort
 + prepare()
 + handle()
 + rulepassed($items
   _id, $itemtype, $rules
    + handlePorts($itemtype
   =null, $items id=null)
 + handleHub($found_macs,
    $netports_id)
 + checkConf(Conf $conf)
 + getPart($part)
 + getItemtype()
 # portUpdated(\stdClass
    $port, int $netports_id)
 # portCreated(\stdClass
    $port, int $netports_id)
 # portChanged(\stdClass
    $port, int $netports_id)
 # isLLDP($port)
```