```
InventoryAsset
# $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)
          MainAsset
# $extra_data
# $raw_data
# $hardware
# $states_id_default
# $assets
# $conf
# $refused
# $inventoried
# $partial
# bool $is_discovery
# $current_key
    _construct(CommonDBTM
  $item, $data)
+ prepare()

    prepareAllRulesInput

  (\stdClass \$val)
+ prepareEntitiesRulesInput
  (\stdClass \$val, array \$input)
+ handle()
+ checkConf(Conf $conf)
+ getHardware()
+ getEntityID()
+ handleAssets()
+ setAssets(array $assets)
+ getItem()
+ getInventoried()
+ getRefused()
+ isPartial()
+ setDiscovery(bool
   $disco)
# getModelsFieldName()
# getTypesFieldName()
# prepareForHardware
  ($val)
# prepareForBios($val)
# addRefused(array
  $input)
# setPartial()
# isAccessPoint($object)
          Computer
   + getItemtype()
   # getModelsFieldName()
   # getTypesFieldName()
```