## 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 # setNew() # handleInput(\stdClass \$value, ?CommonDBTM \$item=null) # cleanName(string \$string) Device # itemdeviceAdded(Item \_Devices \$itemdevice, GraphicCard HardDrive + prepare() + checkConf(Conf \$conf)

Battery + prepare() + checkConf(Conf \$conf) + getItemtype()

+ prepare() + checkConf(Conf \$conf) + handle() getItemtype() + checkConf(Conf \$conf) # itemdeviceAdded(Item + getItemtype() \_Devices \$itemdevice, \$val)

Bios

Controller # \$extra\_data + prepare()

Camera

+ prepare()

+ handle() + checkConf(Conf \$conf) + getItemtype()

+ prepare() + isDrive(\$data)

+ handle() + checkConf(Conf \$conf)

+ getItemtype()

Drive

+ checkConf(Conf \$conf) + getItemtype() + getPreparedHarddrives()

Firmware + prepare()

+ prepare() + checkConf(Conf \$conf) + getItemtype()

# \$ignored

+ getItemtype()

+ prepare() + checkConf(Conf \$conf) + getItemtype()

Memory

NetworkCard # \$extra\_data # \$ignored + prepare()

+ getItemtype()

+ checkConf(Conf \$conf) - handlePorts(\$itemtype =null, \$items\_id=null)

+ prepare() + getItemtype()

PowerSupply + checkConf(Conf \$conf)

+ prepare() + getItemtype()

+ checkConf(Conf \$conf) |

Processor

Sensor

+ prepare() + checkConf(Conf \$conf)

+ getItemtype()

+ prepare()

+ checkConf(Conf \$conf) + getItemtype()

Simcard

# \$ignored prepare()

+ checkConf(Conf \$conf) + getItemtype()

SoundCard